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ABSTRACT

This guide provides planning, program suggestions, and photocopiable materials for use in Louisiana's 1992 summer reading program for children and adolescents. The overall theme of the program is "Grins and Giggles at the Library," and the two dinosaurs, Grins and Giggles, appear in clip art and promotional materials that come with the guide. The first section of the guide covers overall planning and promotion. It includes a planning checklist, sample news releases, clip art, and suggestions for opening and closing ceremonies. The second section describes ideas for decorating the library around the summer reading theme. The remainder of the guide provides ideas and resources for planning story times. The resources are divided by seven age groupings: toddlers; preschool-kindergarten; first-third grades; fourth-fifth grades; sixth grade; young adult; and all ages. Story-time plans are built around a specific theme, and four to five plans are provided for each of the first five groups. Plans include suggested readings, poems, activities, crafts, songs, and audiovisuals. Directions for most of the crafts are detailed and include graphics. Additional activities, coloring pages, crafts, jokes, poems, songs, and stories are included in a separate section. Annotated bibliographies list selected books arranged according to age group and then according to type, including humorous poetry, songbooks, craft ideas, and selected audiovisual materials. Resources for supplies, incentives, and decorations are also listed. (KRN)

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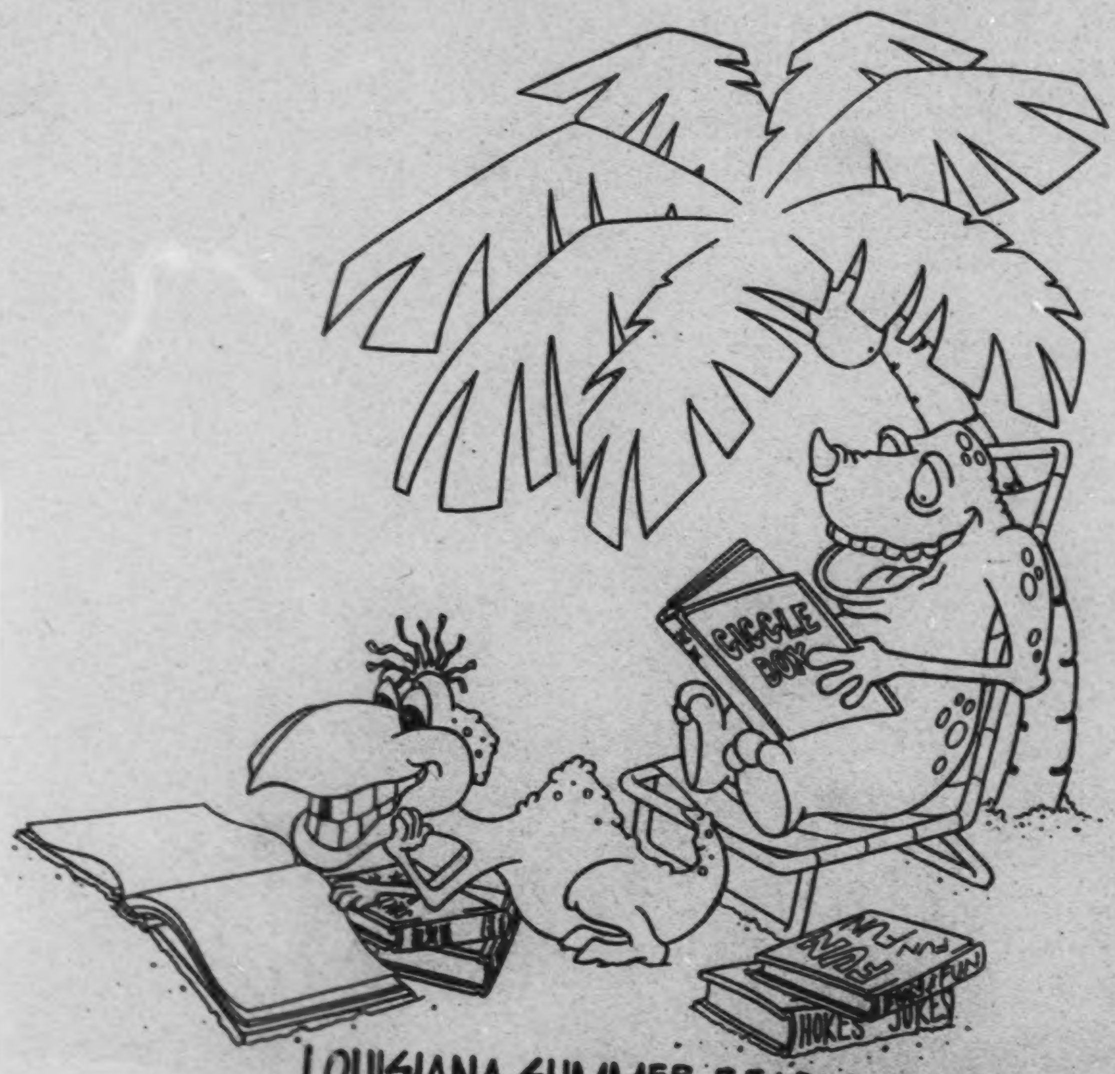
Grins and Giggles...
at the Library



LOUISIANA SUMMER READING PROGRAM

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1992 MANUAL

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LOUISIANA SUMMER READING PROGRAM

1992 MANUAL

based on the theme

GRINS AND GIGGLES AT THE LIBRARY!

Gretchen Fairbanks
1992 Program Coordinator

Thomas F. Jaques, State Librarian

State Library of Louisiana
Library Development Division
P. O. Box 131
Baton Rouge, LA 70821-0131
504/342-4931

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PREFACE

The key to educating children is to make learning an enjoyable, exciting experience. Conversely, an equally effective strategy is to make fun educational. Summer reading programs do both. They help to reinforce and extend the skills children acquire during the school year, and, further, they provide an appropriate vehicle to present books not just as sources of information but as a means for self fulfillment and downright fun.

The 1992 Summer Reading Program Committee chose the happy theme, "Grins and Giggles at the Library!" to emphasize the idea of reading as a major source of children's entertainment. The program's graphic art reinforces these concepts. Whimsical and yet exhibiting a definite presence, the Grins and Giggles characters are illustrated showing very obvious delight in reading and engaging in a number of summer related activities always accompanied by books.

The Louisiana Summer Reading Program is now in its ninth year and has enjoyed great success. The State Library is very happy to present the 1992 program to you. We are pleased with the work of the committee, excited about the program, and delighted with the art. We wish each of you the best in your efforts to make this another wonderful, fun filled reading summer for Louisiana's youth.

ACKNOWLEDGEMENTS

The 1992 Louisiana Summer Reading Program Committee was a creative, outspoken, congenial and talented group. Children's librarians, I have learned, are a breed apart. In addition to overflowing with creativity, they live and breathe their work. Their enthusiasm for what they are about is palpable; they enjoy what they do.

Further, I have found that children's librarians make their life's work a family affair. If you are married to a children's librarian or are the child of one, you build props, paint backdrops, make decorations, and cut and paste. When children's librarians take vacations or business trips, go shopping or to garage sales, they are on the lookout for items to use in programming, especially summer reading programming. Instead of diamonds and emeralds, they covet jewelry which, to the delight of children, illustrate their stories.

Childrens' librarians, I think, have the most fun in our profession, and, by the nature of what they do, they are the most creative. The 1992 committee was no exception. These strong individuals, approaching their assignment with their usual elan, seized on the happy theme of "Grins and Giggles...at the Library," and worked hard to create an outstanding product. I think you will agree that they succeeded.

My special thanks go to Karen Plauche for her exemplary leadership and to the entire 1992 Summer Reading Program Committee for a job well done and for making my assignment of serving as interim coordinator of the program a delightful, rewarding experience.

My personal best wishes to the committee and to each of you involved in children programing. I hope that the 1992 Summer Reading Program as well as all subsequent programs will be the best ever.

Gretchen Fairbanks

1992 Summer Reading Program Committee

Karen Plauche, Chair
Tangipahoa Parish Library

Lois Grant
Rapides Parish Library

Peggy Berlin
Pinecrest State School

Linda Woodbury
New Orleans Public Library

LeVean Marze
Vernon Parish Library

Lea Coleman
Calcasieu Parish Library

Amanda Taylor
Concordia Parish Library

Debbie Steward
Livingston Parish Library

Daphne Bencaz
Livingston Parish Library

Kathleen Stagg
Evangeline Parish Library

Brenda Doran, Richland Parish Library

1991 Louisiana Summer Reading Program Committee

In acknowledging the 1991 Committee's efforts, several names were inadvertently omitted. Our apologies to these individuals and our thanks for their contributions:

Storytime Planners:
  Julie Champagne, St. James Parish Library
  Anita Ruble, formerly with the Washington Parish Library

Young Adult Section:
  Myra Seab, East Baton Rouge Parish Library
  Rose Anne St. Romain, East Baton Rouge Parish Library
  Susan Hester Edmunds, Iberia Parish Library

Additional Acknowledgements

Thanks to the publishers who have so generously given us reprint permissions and to the Wisconsin and Vermont State Libraries and the Flint (Michigan) Public Library for permission to adapt their summer reading program ideas for our use.

LOUISIANA SUMMER READING PROGRAM HISTORY

1984*	Reading and All That Jazz
1985	Find Your Own Adventure...Read
1986	Reading is Magic
1987	Castle Quest
1988*	Summer Safari: Stalk Your Wildest Dreams...Read
1989	The Circus Comes to Town at Your Library
1990	Louisiana Libraries Celebrate Festivals of Reading
1991	Summer Treasure...Find It at Your Library
1992	Grins and Giggles at the Library

* John Cotton Dana Public Relations Award

FUN DAYS TO CELEBRATE

(From Chase's Calendar of Events)

June	3	Mighty Casey Has Struck Out Anniversary (Casey at the Bat)
	6	National Yo Yo Day
	9	Donald Duck's Birthday
	21	World Sauntering Day (To revive the art of sauntering.)
	21	Mid Summer Day (Celebrate with Maypoles and dancing.)
	23	National Columnist Day (Annually celebrated the fourth Tuesday in June. Invite your favorite columnist to the library to participate in storytime. Give them goodies, incentives, handouts such as coloring sheets, etc.)
	27	National Watermelon Thumping and World Champion Seed Spitting Contest
July		Anti Boredom Month
		National Hot Dog Month
		National Ice Cream Month
		National Picnic Month
	2	Halfway Point of the Year
	3	Air Conditioning Appreciation Day
	3	Compliment Your Mirror Day (Participation consists of complimenting your mirror on having such a wonderful owner and keeping track of whether other mirrors you meet during the day smile at you.)
	4	National Tom Sawyer Day (Celebrate with fence painting, frog jumping, mud volleyball, and Tom and Becky contests.)
	11	National Cheer Up the Lonely Day
	19	National Ice Cream Day or Sundae Sunday (Annually celebrated the third Sunday in July.)
	22	Spooner's Day (Celebrates Spoonerisms after Rev. William Archibald Spooner.)
	27	Take Your Houseplants for a Walk Day (Walking your houseplants around the neighborhood enables them to know their environment thereby providing them with a sense of knowing and wellness.)
August		
	3	National Smile Week (Annually the first Monday in August through the following Sunday. Share a smile and it will come back to you bringing happiness for you and the giver.)
	5	Kids Swap Shop Day
	8	Sneak Some Zucchini On To Your Neighbors' Porch Night

1992 LOUISIANA SUMMER READING PROGRAM
EVALUATION

(Please complete by system, not by individual branches.)

Name of Library: ______________________________

Name and title of person coordinating program systemwide:

____

I. STATISTICS

______________________ Number of weeks program lasted

______________________ Inclusive dates of program

______________________ Budget for program

________ Number of children registered
________ Number of children earning a certificate
________ Number of children's books circulated during summer reading program
________ Number of special programming events
________ Number of children attending these events

II. PUBLICITY

A. Check each of the following ideas used:

________ Schools visits
________ Television
________ Radio
________ News releases
________ Church bulletins
________ Bookmarks
________ Posters & flyers
________ Displays & exhibits
________ Club/civic visits
________ Other, please specify

B. How do you rate your publicity?

________ Very successful
________ Successful
________ Need help

III. PROGRAM

A. How do you rate this year's summer reading program?

________ Very successful
________ Successful
________ Less than successful

B. Describe your kickoff program.

C. Please list special programming events and the performing artists, workshop presenters, or other presenters scheduled during the summer.

D. Briefly describe your most successful event.

D. Describe your closing program.

E. If your SRP was less than successful, briefly explain.

IV. PREREADERS

Did you have special programming targeting prereaders?_____Yes_____No
If so, briefly describe:

V. YOUNG ADULTS

Did you have special programming targeting young adults?_____Yes_____No
If so, briefly describe:

VI. INCENTIVES

Briefly describe your use of incentives (What? When?).

VII. MANUAL

A. Which sections of the manual were most useful?

B. What additions/improvements/deletions would you like to see in future manuals?

C. Please suggest a theme for a future year. Include ideas for storytime planners and activities.

VIII. ADDITIONAL COMMENTS

Thank you for completing this form. Please return no later than **September 1, 1992** to:

Gretchen Fairbanks
Library Development Division
State Library of Louisiana
P. O. Box 131
Baton Rouge, LA 70821-0131

PLANNING & PROMOTING PROGRAMS 1

Basic Guidelines

Planning

Promotion

Clip Art

Opening & Closing Ceremonies

grins and giggles...at the library

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BASIC GUIDELINES

Before embarking on the summer reading program, an evaluation of your statistics from previous years is in order to determine how your program has progressed. A look at your statistics will help you redefine your goals and retarget strategies and activities to reach those goals.

Are your registration figures and program completion rates rising? Declining? By what age group(s)? Are promotional activities effective? Need a boost? Do you need some fine tuning in organizing your program? A little encouragement? The following information is provided to help you assess what you are doing. A critical look at various aspects of your summer program will help you determine ways to make things easier for yourself, better for the participants, or simply confirm that you are doing an outstanding job! If you are new to planning and executing the program, the information will provide you with some basic guidelines.

Program Structure

Discussions about summer reading programs center on how loosely or how tightly to structure them. The choice is up to you. Just remember the purpose of the summer reading program is to emphasize the pleasures of reading. You do not want to turn off your readers or make your own life unbearable with too many rules or regulations.

Some libraries provide loosely organized activities with few provisions or requirements for participation. There may be no official registration for the program and definitely no reading contracts. Record keeping is kept at a minimum (a plus for the understaffed library) and achievement certificates are awarded for a minimum number of books read, determined by the children themselves. A loosely structured program provides the most change from the school setting. It is also a more appealing approach for poor or hesitant readers, for children not entirely comfortable in the library setting, and for those who will not be present for the entire program. The success of this type program, however, can be difficult to evaluate in any way save attendance.

More formally structured programs require preregistration and offer activities for specific age groups. The library sets a certain number of books to read to receive an achievement certificate or to be eligible for various prizes awarded as incentives, and contracts with the child to read this number.

In recent years libraries are changing from requiring a set number of books to read to counting the time spent reading. Libraries changing to this approach report a growth in summer reading program participation. This type program provides recognition for the efforts of and has more appeal for poor and reluctant readers, non-competitive children, handicapped children, and older children who read a variety of materials including magazines and newspapers.

The variations you employ in structuring your program will depend on your community, your philosophy, and the staffing level of your library. No matter the choice, your main

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consideration is to ensure that all children who want to, can participate and that their experience with the summer reading program and the library is a pleasurable one.

If you require a set number of books to be read, choose a realistic amount taking into consideration your community, the number of weeks the program runs, and the history of your completion rates.

PLANNING

The following are checklists to help you in planning your program.

Scheduling

- Determine age groups to target with promotional efforts and programming activities.
- Decide on days of the week for programs. Find out what day school ends and what other community events will take place during the summer. Either schedule your activities around these events or investigate cooperative programming.
- Set program registration dates.
- Find out deadlines for including promotional materials in school newspapers, local newspapers, church bulletins, other newsletters, and on radio and television.
- Make arrangements to visit schools.
- Set date for beginning promotional activities including distributing posters for display in schools and throughout the community.
- Schedule special activities such as speakers, performers, films.
- Inform all staff of summer program schedule and special events.

Resources and Supplies

- Check materials selected for the program with library holdings to determine the need for purchasing additional books, films, and recordings.
- Schedule audiovisual materials to be borrowed from the State Library.
- Place orders for summer theme printed materials including posters, reading logs, certificates, and bookmarks.
- Place initial orders for t-shirts and other items such as book bags and buttons, and incentives. Note second order deadlines.

Performers/Speakers

- Schedule performing artists and speakers for special programs.
- Coordinate scheduling with area libraries to share traveling and other expenses.

Staff

- Arrange staff vacations to avoid conflicts with the summer program.
- Employ temporary help as needed.

Volunteers

- Enlist volunteers to help make decorations, to decorate the library, and to assist during the program with registration, craft activities, etc.

Space

- Reserve meeting rooms, parks, and other facilities necessary to accommodate program activities.

Supplies

- Make a list of supplies needed including prizes, art and craft materials, food, paper plates, cups, etc.

Budget

- Estimate the cost of the program.
- Review the amount budgeted.
- Determine what community resources you might call on for assistance (Friends, local businesses or industries, service organizations, fast food outlets, wholesale food and beverage distributors, individuals, etc.).

To estimate costs consider the following items:

- Promotional materials and publicity.
- Fees for performers/speakers.
- Rental fees for facilities, equipment, films, videos, etc.
- Supplies including incentives.
- Insurance.
- Miscellaneous.

PROMOTION

Timely, well planned publicity is a primary factor in the success of your summer reading program. Like any other enterprise, libraries must advertise and market their programs, services, and collections to generate community interest, participation, and support. A variety of formats and media can be used to promote your program. These include posters, flyers, and bookmarks; library staff presentations to schools and community agencies and organizations; newspaper articles, radio and television announcements.

Distribute posters, flyers, and bookmarks to churches, schools, toy and hobby shops, children's clothing stores, banks, variety stores, bicycle shops, YMCAs, service organizations, churches, scout headquarters, swimming pools, supermarkets, laundromats, medical offices, dentists offices, day care centers, and any other place where children and parents congregate.

Ask businesses that contribute to your summer program to include information about the program in their advertising. Ask them to include the theme, schedule, registration information, and the library's phone number.

Word of Mouth

Never underestimate the value of word of mouth promotion. Person to person communication is the most effective form of communication. Use it. Make sure all your staff, your board, and your Friends know all about the summer reading program including registration dates, opening and closing ceremonies, and a schedule of special events. Have staff tell patrons about the program as a matter of routine. Be sure to talk it up yourself at every opportunity.

Publicity Releases

Sample news releases and public service announcements follow at the end of this section. Find out from the appropriate newspapers, and radio and television stations to whom to direct these. Inquire if there is a preferred format and adapt the examples accordingly. Encourage live coverage of opening, closing, and special events.

Promotion at Schools

School visits offer the best opportunity of attracting children to the summer reading program. School visits can be done by library staff, Friends of the Library, or library volunteers. Do not hesitate to ask locally well known individuals to participate in school visits to help you promote the program. Try businessmen and politicians. You have a good product to sell and they will be happy to be associated with it. Plan to visit public, private, and parochial schools.

Once you have scheduled your summer program and have promotional materials in hand, contact school principals and librarians, preferably the latter. Make appointments to visit. Schedule presentations in individual classrooms or grade level assemblies rather than a general school assembly. Presentations to smaller groups are more effective than those to general school assemblies or announcements made over school public address systems. As with good storytime programs, school visits should be carefully planned, appropriately designed for the varying age groups, rehearsed, and evaluated.

During school visits make a visual impact by delivering your presentation dressed in context with the theme. Utilize props. Stage a skit. Let the "ham" in you emerge. Hand out bookmarks to the students, flyers and posters for display in classrooms and in other key areas of the school. Make sure that all publicity materials include the dates, times, and locations of summer reading program activities and registration information.

Initiate participation in the program by asking the students to draw funny pictures, write short essays, or design bookmarks illustrating the theme. Let students know that you will exhibit these items in the library. If you think that too many items will be received, organize a contest and display the winning entries.

Speak to as many school organizational meetings as possible: school board meetings, school librarians' meetings, principals' meetings, PTA meetings, and library clubs.

Make a video promoting your program and duplicate it as many times as you can afford. A video tape can be sent to schools that you may not have time to visit personally. Some public schools have video equipment and might consider filming and duplicating your promotion as a class project. Or you might consider getting a grant to pay for the tapes and the cost of duplicating. Reclaim the tapes to use again next year.

Note which schools your summer reading program participants attend. In the fall send the registration information by school to the parish school superintendent, the school board, school principals, and librarians. This will be good public relations for your program. In addition, you might build some competitiveness between schools and thus increase program participation.

Promotion at Day Care Centers

Make special visits to day care centers to interest them in your program and to let them know of the scheduling arrangements you require for participation.

SAMPLE LETTER

(Principal/Librarian)

Dear Principal/Librarian:

Summer vacation is rapidly approaching and we know that students are looking forward to it. Vacation is great, but it does often mean that children are not encouraged to read until school resumes.

The ________________________ Public Library, through its Summer Reading Program, encourages reading during the summer months to reinforce skills learned during the school year. The program offers children the opportunity to practice reading and to become familiar with public library services while engaging in stimulating activities.

The theme for this summer's program is **GRINS AND GIGGLES AT THE LIBRARY!** We extend an invitation to your students to join us for the 1992 Louisiana Summer Reading Program. If you would like, library representatives will be happy to visit your school to talk to your students about the program. I will be in touch with you in the next two weeks about scheduling these visits and to discuss any ideas you may have for other public library/school cooperative programs for children.

Also teachers are again this year encouraged to send us copies of their summer reading lists so that we can make these books readily available for the children.

Sincerely,

Enc.

SAMPLE LETTER

(Day Care Administrators)

Dear Administrator:

Summer will soon be here. You may be searching for free community activities which will offer your children good entertainment and educational opportunities. We can help. The ________________ Library system is offering a series of preschool and grade school storytimes in conjunction with the Louisiana Summer Reading Program. The theme for this year's program is "Grins & Giggles At the Library." During the weekly storytimes the children will listen to stories and poetry, learn finger plays, see puppet shows and films, sing songs, play games, and make arts and crafts that complement the humorous theme.

Attending storytime stimulates the child's development of good language and listening skills so important to later school success and encourages positive group interaction and sharing.

The storytime program is available at the following locations and times:

On behalf of the library staff, I would like to invite your children to participate in our Summer Reading Program. Please do call to make arrangements for your group visits. This will help us to better plan for serving your children as well as to assure that we will be able to accommodate you. For further information and/or to arrange visits, please call your nearest library or ______________________.

Thank you for your cooperation.

Sincerely,

SAMPLE LETTER

(Parents of Preschoolers)

Dear Parents:

I would like to invite you to enroll your children in this year's Louisiana Summer Reading Program at __________________Library. Our _____ week program is designed not only for those who read on their own, but also for children who have books read to them by parents, grandparents, siblings, baby sitters, and other care givers.

The library presents the program to help children discover a lifelong love of books and learning. Research shows that an early introduction to books and involvement in reading programs do make a difference in a child's life.

The summer program is free and requires no large commitment on your part. all that is required is that you spend time reading to your child sharing the joy of books. The library provides each child a reading log to record books read, small prizes, achievement certificates, and fun.

The program, entitled "Grins and Giggles at the Library," begins __________ with a special opening ceremony featuring __________. Registration is scheduled __________________. Special read-to-me activities are scheduled for ____________.

We hope you and your child will join us. Please visit or call the library for more information. The library's telephone number is _______________. Library hours are _______________.

Cordially,

NEWS RELEASE

Date:
Subject: 1992 Louisiana Summer Reading Program
Release date:
For further information contact: Name of Librarian
Library
Address
Phone Number

Grins and Giggles--At the Library!

The library will definitely not be a solemn place this summer as children take part in the statewide 1992 Summer Reading Program, "Grins and Giggles -- At The Library." The Summer Reading Program is sponsored by the ___________________________ Library and the State Library of Louisiana.

Books and stories of humor will be featured at the _______________________ Library from (---date---) to (---date---). Children ages _____ to _____ may register for the Summer Reading Program on (day, date) at the ______________________ Library. For more information call the library at ____________________.

Join the merriment -- find Grins and Giggles at the Library!

END

NEWS RELEASE

Date:
Subect: 1992 Louisiana Summer Reading Program
Release date:
For further information contact: Name of Librarian
Library
Address
Phone Number

Grins and Giggles--At the Library!

Grins and Giggles -- at the Library? Yes! That is the latest news from your library as the 1992 Summer Reading Program gets underway. The ____________________ Library and the State Library of Louisiana are sponsoring the Grins & Giggles program so children can enjoy humor and laughter in books and activities all summer long.

Programs for children's enjoyment and to emphasize the pleasures of reading are planned at the _____________________ Library from ____________ to _______________. Kick-off activities are planned for (time, date). Children, ages _____________ to ____________ are invited to register for the Grins and Giggles Summer Reading Program at the _________________ Library on (day, date).

For more information, call (name). Join the merriment at your library!

END

NEWS RELEASE

Date:
Subject: 1992 Louisiana Summer Reading Program
Release date:
For further information contact: Name of Librarian
Library
Address
Phone Number

Grins and Giggles At the Library !

Don't just sit there -- smile. Or better yet, Grin and Giggle your way to the library as libraries in Louisiana celebrate humor during the 1992 Summer Reading Program. The theme for this year's Summer Program is "Grins and Giggles -- At The Library. The (library) invites children ages _____ to _____, to participate in the Summer Reading Program and join the fun!

The program, sponsored by the State Library of Louisiana, is designed to encourage children's enjoyment of reading, books, and libraries through various activities and programs that have been planned for the summer months. In addition the Summer Reading Program offers children lots of fun and excitement. Children who meet certain reading requirements will receive reading certificates and pins.

Additional programs and activities planned by the (library) include: (list programs).

Registration begins (date). Call (telephone) for further information.

END

SAMPLE PUBLIC SERVICE ANNOUNCEMENTS

PSA #1

"Grins and Giggles -- At the Library" is the theme of the 1992 Summer Reading Program. Children will have the opportunity to discover humor in books when they sign up for the program at the (name of library). This year's summer reading program is designed to emphasize the fun and enjoyment of reading and books. Registration begins (date). Contact the (name of library) at (telephone) for further information.

PSA # 2

Children will celebrate humor at libraries throughout Louisiana this summer when they sign-up for the Summer Reading Program, "Grins and Giggles -- At The Library." Throughout the summer the (name of library) is offering storytime programs and activities, contest, crafts, games, movies, etc all focusing on the Grins and Giggles theme. Join the fun! There'll be a barrel of laughs at the library this summer. Call (telephone) for further information.

SAMPLE FOLLOW-UP NEWS RELEASE

Date:
Subject: 1992 Louisiana Summer Reading Program
Release date:
For further information contact: Name of Librarian
Library
Address
Phone Number

Children Enjoy Grins And Giggles At The Library

More than _____ children, ages _____ to _____, participated in the ________________ Public Library's summer reading program entitled "Grins and Giggles at the Library!" The _______ week program presented the wonderful fun and excitement that can be found in books. Children participated in story hours, crafts, music, and special performances by ______________________________.

Library records show that __________________ Parish children spent a total of more than ______ hours reading this summer, and circulation records show that over ______ children's books were checked out.

Children were awarded assorted prizes as they progressed through the summer and given achievement certificates upon completion of the program. A drawing for major prizes was held at the grand finale. Winners include (list). Local prize contributors were (list).

END

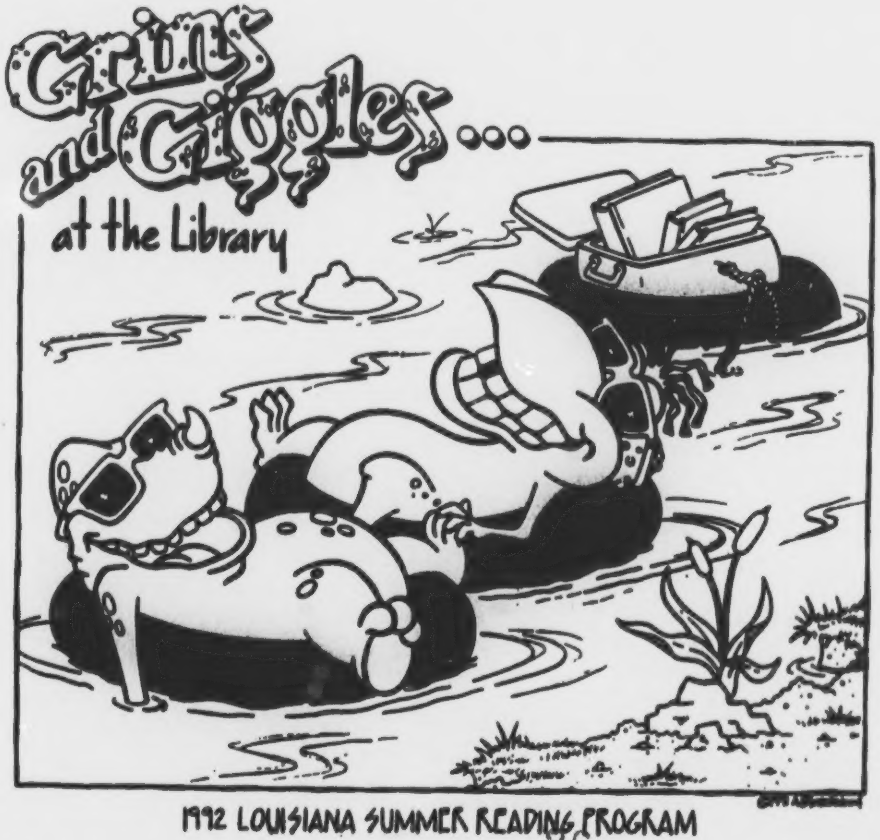
CLIP ART

(Clip art follows on next pages.)

Grins and Giggles...

at the Library

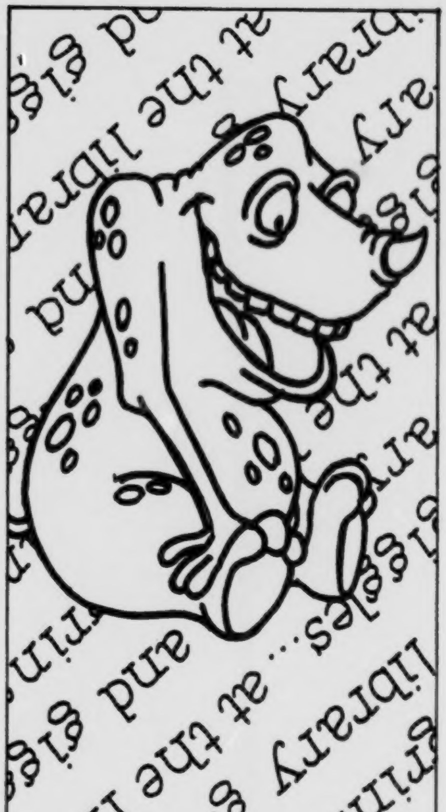
1992 LOUISIANA SUMMER READING PROGRAM


Grins and Giggles...
at the Library

1992 LOUISIANA SUMMER READING PROGRAM

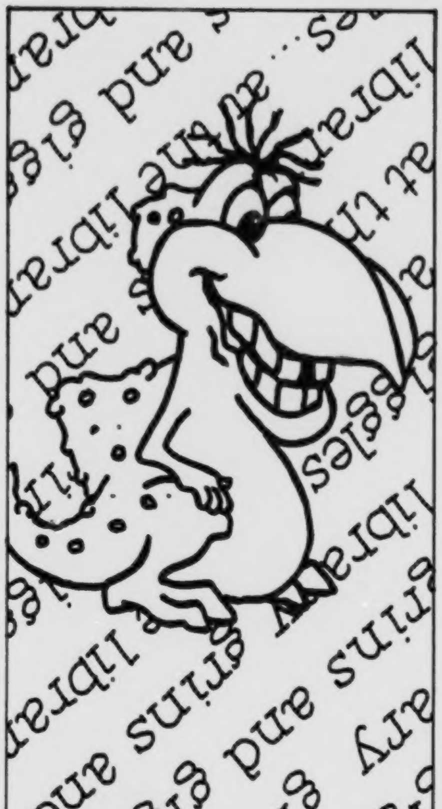
GIGGLES

↓

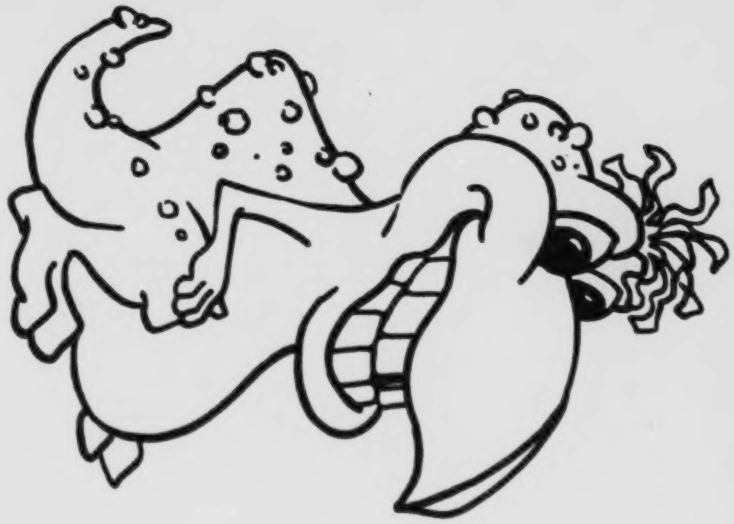

giggles and grins at the library

GRINS

↓

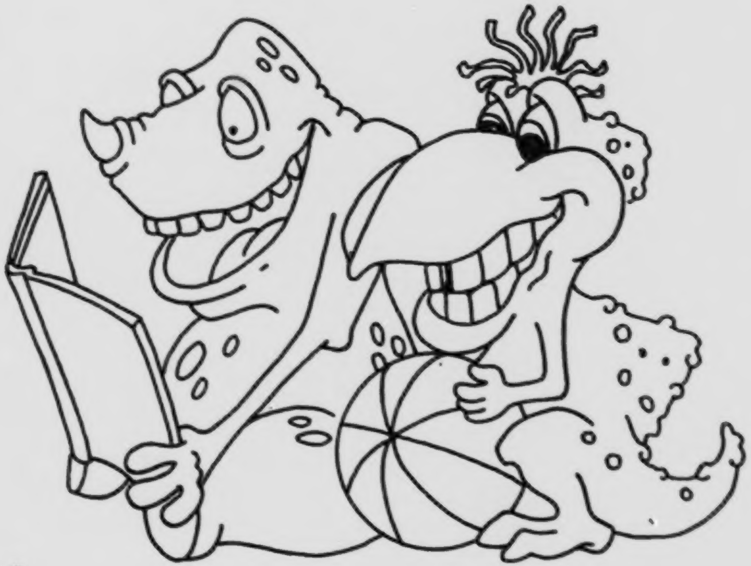

giggles and grins at the library

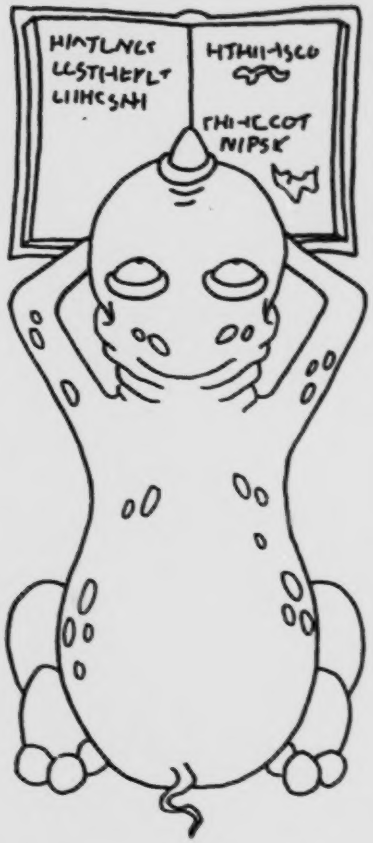
©ABlackWood



Grins and Giggles...

at the Library





1992

LOUISIANA SUMMER READING PROGRAM

Grins and Giggles...

at the Library

1992 LOUISIANA SUMMER READING PROGRAM

Grins and Giggles...

at the Library

1992 LOUISIANA SUMMER READING PROGRAM

Grins and Giggles...

at the Library

1992 LOUISIANA SUMMER READING PROGRAM

OPENING AND CLOSING CEREMONIES

Guidelines for Opening/Closing Ceremonies

1. Games and activities: Coordinate games and activities to theme.
2. Volunteers: Plan to use them (Friends, scouts, etc.)
3. Refreshments: Serve Goofy Grape Juice and smiley face cookies. Ask TCBY Yogurt or another yogurt or ice cream company to give free samples. (TCBY has been known to do this.) Ask MacDonald's to donate orange drinks or beverage distributors for free drinks. Ask a local theater to donate popcorn and grocery stores with bakeries to donate cookies. (If you can not get donations, ask your local Friends to have a booth selling food, drinks and t-shirts as their fund raiser.)
4. Tickets: Opening: Give every child who registers 12 tickets to use at game or refreshment booths. Closing: Children earn tickets by reading a certain number of books per ticket.
5. Prizes: Order from novelty catalogs listed in resource section of manual.

Ideas for Opening and Closing Ceremonies.

1. Possible names for opening and closing ceremonies:

   Super Silly Spectacular
   Fun Festival
   Fun Fiesta
   Fun in the Sun
   Library Lunacy

2. Have children come wearing their clothes inside out, mismatched, or in weird combinations. Have them come dressed as their favorite comic, cartoon, or book character. You could dress in paper clothes made of the sunday comics.
3. Have performers telling funny stories, leading a silly sing along or doing cartooning. Or invite mimes, jugglers, clowns, magicians, and face painters.
4. Ask a local drama group (possibly a high school drama club) to perform Shel Silverstein's poetry. (Be sure and approach the group in the early spring to give them time to prepare.)
5. Make life-size funny looking characters out of cardboard with big holes for faces. Have children stick their faces through to have their photographs taken with a polaroid camera--"Funtastic Photos." (This could be a money making project for your Friends.)
6. Ask a local radio station to do a remote broadcast from your festival. This is a large colorful event that newspapers love to cover also.

Games or Contests for Opening/Closing Ceremonies

1. Watermelon Eating Contest. Ask local stores or farmers for watermelon donations.
2. Watermelon Seed Spitting Contest.
3. Hula Hoop Twirling Contest.
4. Yo-Yoing Contest. See who can yo-yo the longest.
5. An Old Fashion Top Spinning Contest.
6. A Hacky-Sack Contest.
7. A Game of Twister
8. A Bubble Blowing Contest. Use either bubble gum, soap bubbles, or both.
9. Water Balloon Toss. Be sure to have children wear old clothes.
10. Dunking Booth. Dunk your favorite librarian or perhaps a willing teacher?? Local service groups usually have dunking booths to borrow.
11. Buffalo Chip Toss. Use large cookies, please, perhaps chocolate chip.
12. Juggling Water Balloons.
13. Paper Airplane Contest. Children make and fly their planes.
14. Pie Throwing Contest. Use shaving cream in disposable pie plates.
15. Physical Races. The usual such as three-legged race, wheel barrow race, etc.
16. Pin the Snout on the Pig.
17. Monkeys Out of the Barrel.
18. Fish for Boots

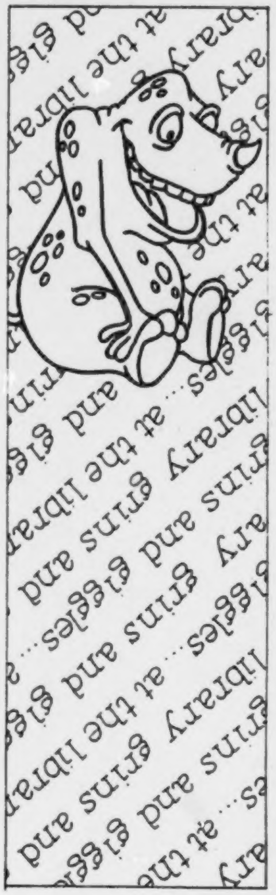
DECORATING THE LIBRARY

2

Decorating Ideas

Name Tag Design

Bulletin Board Suggestions


grins and giggles…at the library

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DECORATING IDEAS

1. Establish a Grins and Giggles reading corner. Throw an old quilt or blanket on the floor. Stage area with a beach umbrella, a couple of small beach chairs, children's size. Toss some inner tubes around. Children can sit on the quilt/blanket, in chairs or in inner tubes to read.

2. Add color with palm trees, large figures of Grins and Giggles made of sheets or paper and stuffed. (More on this at the workshop.) Hang a cut out of a big yellow padded sun (remember padded fish from last year?) Have a bunch of sunglasses around--real ones, large, small, outrageously shaped or decorated, or home made ones (see pattern in "Lazy Summer - Summer Fun").

3. Decorate further with oversized but whimsical padded flowers that look like sun flowers, huge zinnias, paper Mexican flowers, etc., watermelons and watermelon slices, ice cream cones, and other summer things. Make padded flowers *tall* with stems 5' to 7'. Use branches or slats for stems.

4. Use freely crepe paper, curling ribbon, and balloons.

5. Fill picnic hampers and other baskets with silly toys, trick items and gag stuff like chattering teeth, false eyeballs, and other disgusting stuff that kids love.

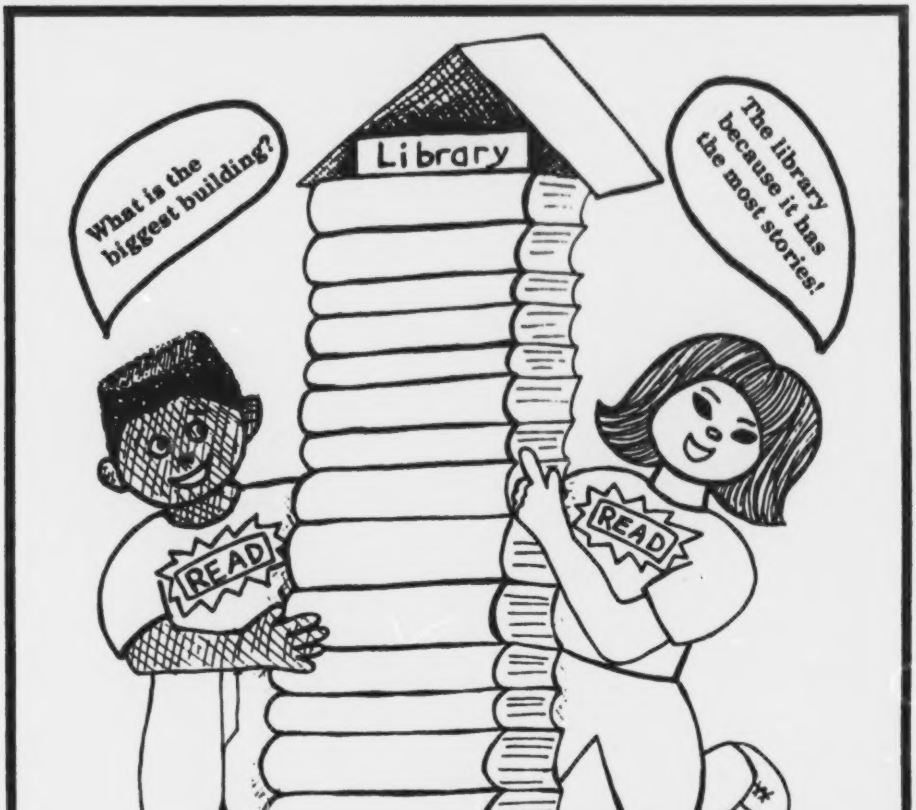
6. Have available a display of humorous books called "Absurd to Zany: Funny Books from A to Z."

Other decorating ideas follow on next pages.

Library Jokes

Ideas for Decorating and Bookmarks

These jokes are adapted from various joke books, and could be used on bookmarks or as library decoration. To use as a bookmark, simply reproduce the sheet on a copier and cut apart. Enlarge the illustrations on an opaque projector and trace onto a poster for use as a library decoration. Color the illustration with pencil colors or magic markers. Use commercial or hand made letters for spelling out the jokes.


What is the biggest building?
Library
The library because it has the most stories!
READ
READ

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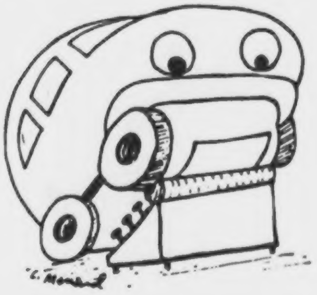
Lafayette Public Library

Library Jokes Bookmarks

Copy on colorful paper and cut apart.

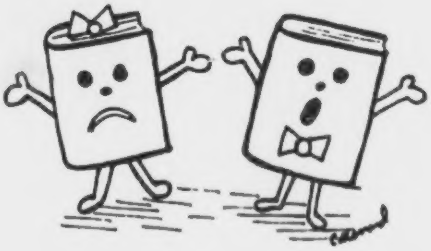


Librarian: "What is an autobiography?"

Student: "I know! I know! It's the life story of a car!"

What did one math book say to the other?

Boy, I sure have lots of problems!



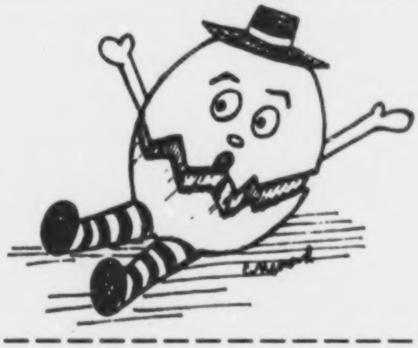
History
C. Menard

Boy Snake: "What is your favorite subject?"

Girl Snake : "Hiss-tory!"

Why did the library worker fuss at Humpty Dumpty?

Because he cracked up in the library!



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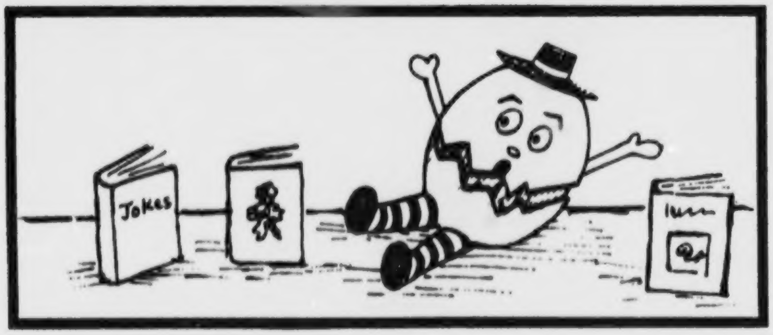
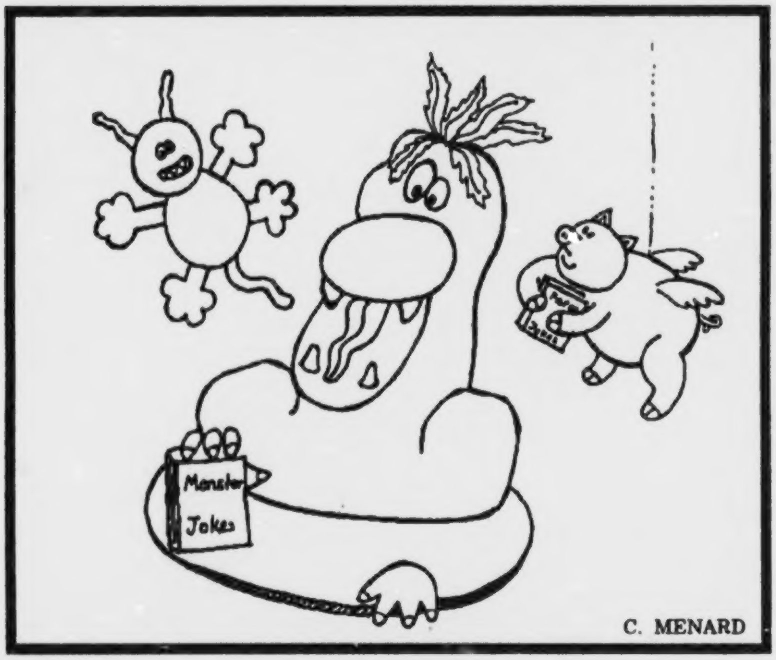
3-D Decorations

Display storytime props such Humpty Dumpty, Henny Penny and Huey, Louie and Dewey stuffed characters. Stand several joke books around each character.

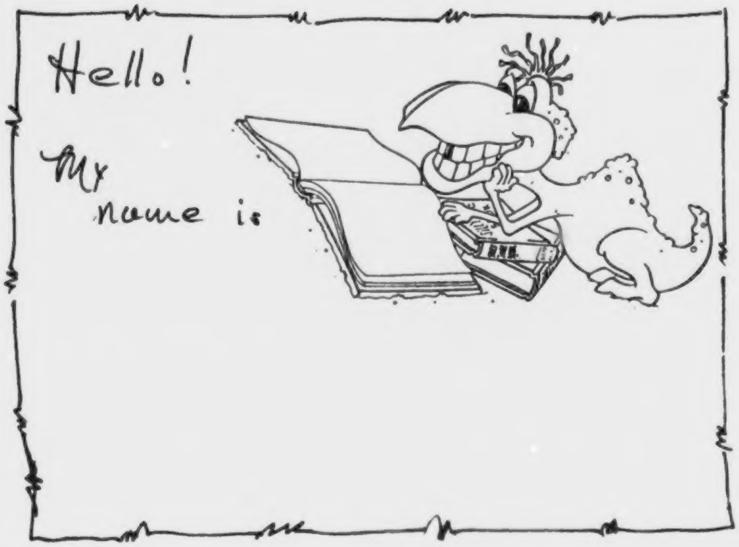


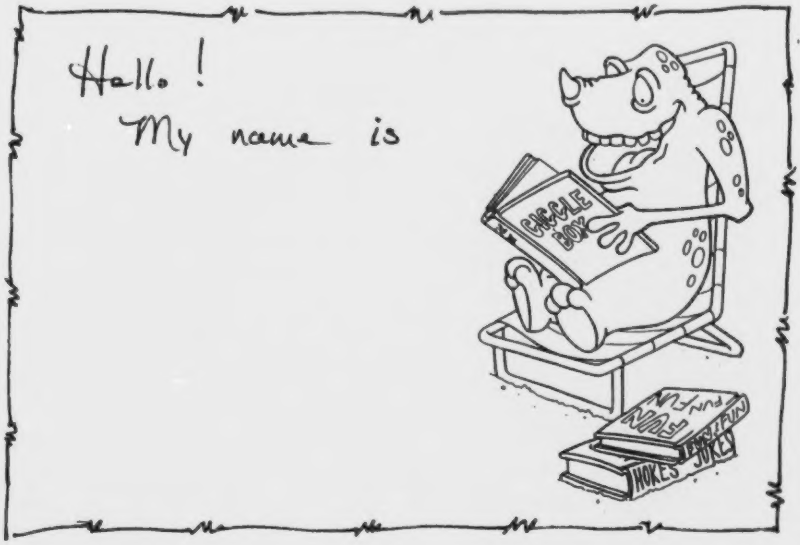
Check out Sheila McGraw's great book on papier mache, titled Papier Mache Today. It includes clear step by step instructions with color photos of silly monsters, a giant flying pig (Pigasus) and other unusual and funny papier mache constructions that would draw a laugh from anyone. These would create great focal point for a display on joke books.



Wacky creations from Papier Mache Today

NAME TAG DESIGNS


Hello!
My name is


Hello!
My name is
GIGGLE BOOK
FUN
PUN FUN
JOKES
JOKES

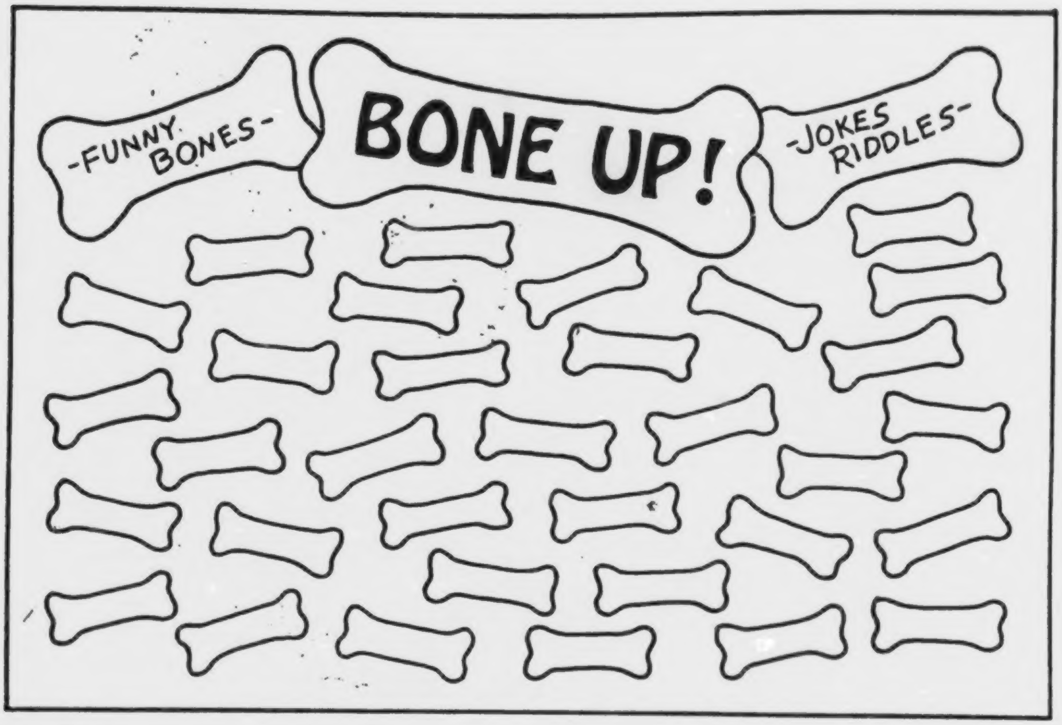
BULLETIN BOARD SUGGESTIONS

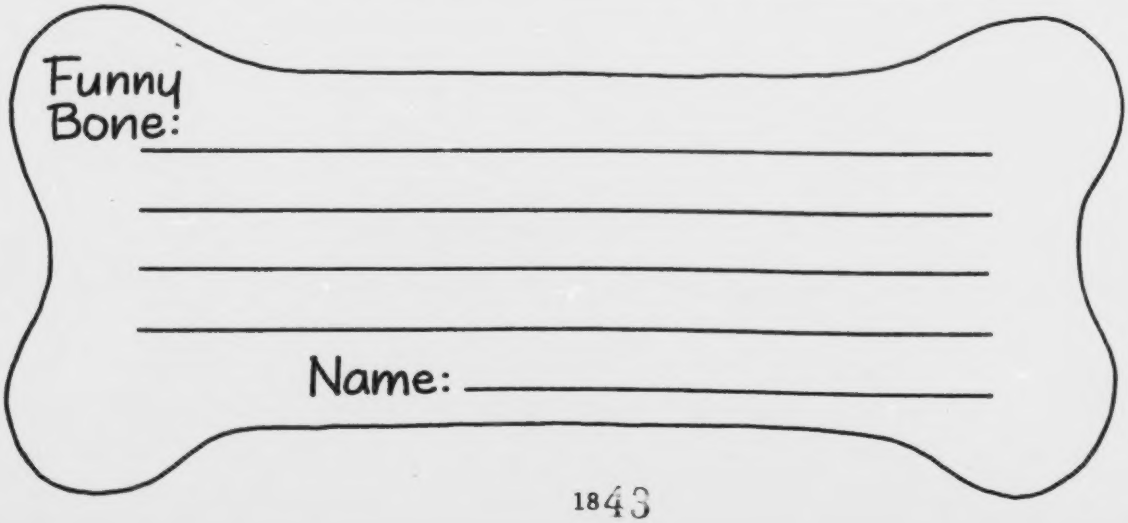
Riddle and Flap Bulletin Board

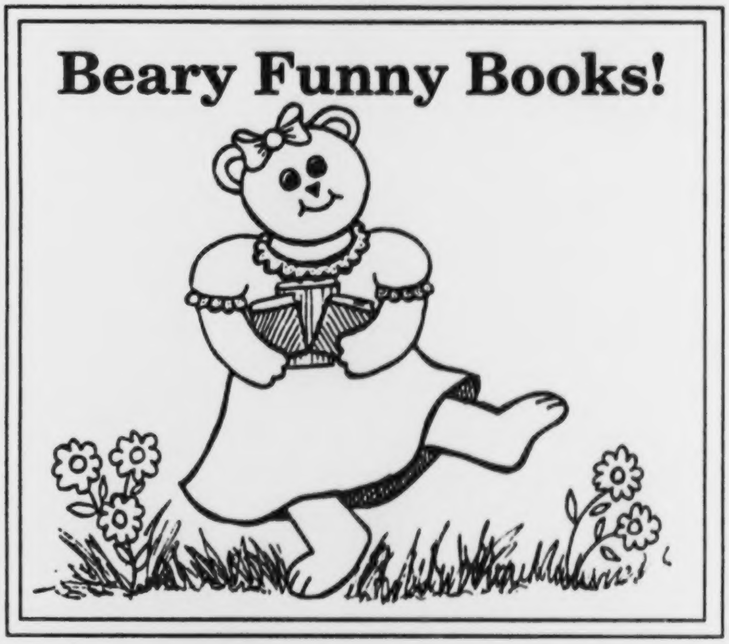
Feature a number of riddles on a bulletin board using bright construction paper. Put answers under flaps that children lift to read. Ask children to submit riddles to include.

Funny Bone Bulletin Board

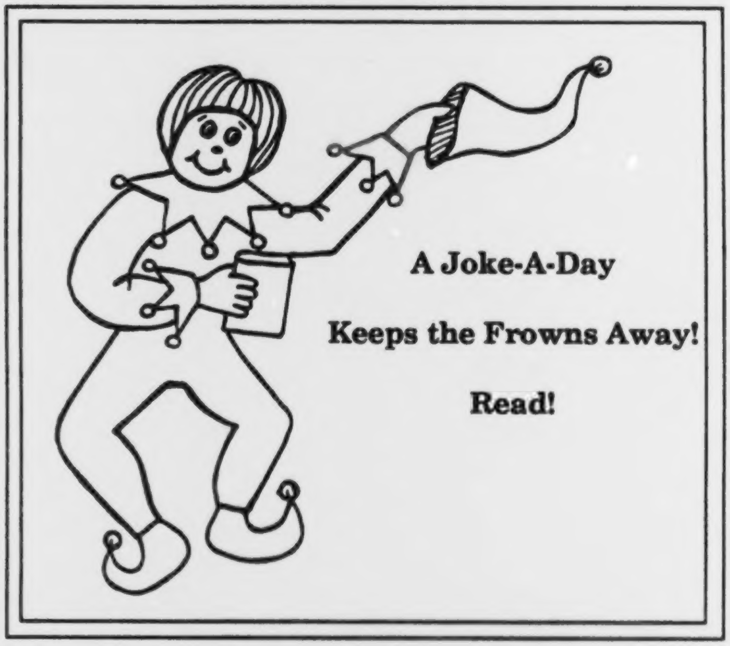
This bulletin board is created by children and is guaranteed to draw crowds. Give each child who registers for the program a paper bone to write out this or her favorite joke. Tack to bulletin board. Be sure children sign their names to the funny bone.






Beary Funny Books!

Use fake fur for bear, felt and lace for her dress, wiggle eyes and felt for face, a real bow, and silk flowers to add interest to this board.


A Joke-A-Day
Keeps the Frowns Away!
Read!

For a 3-D effect, use felt for costume and sew bells on collar, cuffs and shoes.

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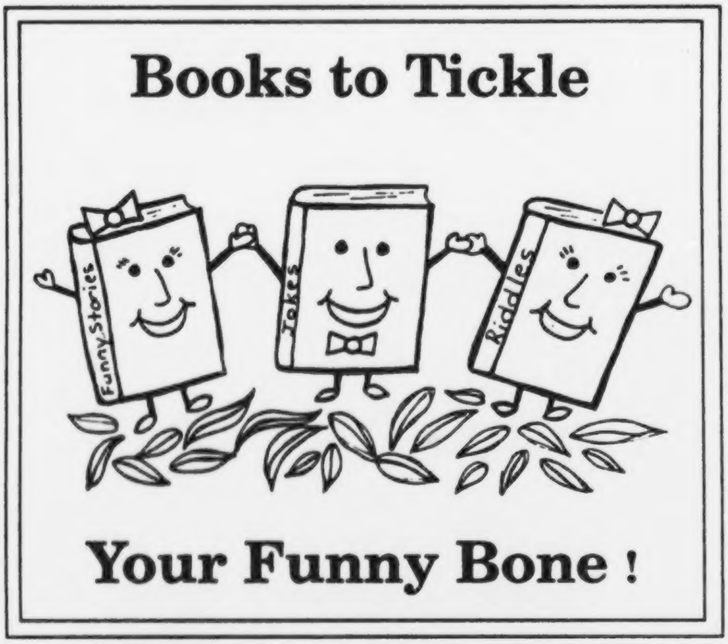
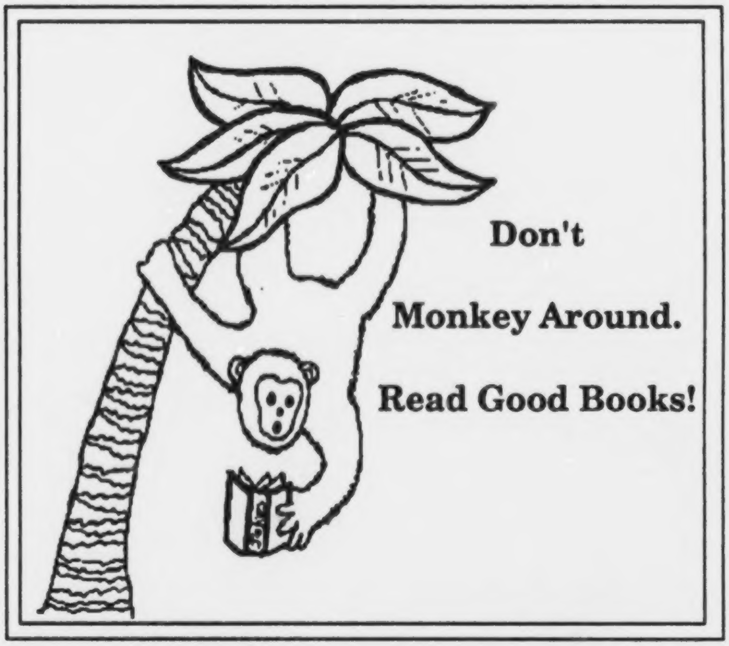

Books to Tickle
Funny Stories
Jokes
Riddles
Your Funny Bone !

Try these ideas : wrap book jackets around foam core board, use real feathers under books and around border, and use colorful ribbons for bows.


Don't
Monkey Around.
Read Good Books!
Jokes

Use these material for visual interest: green crepe paper for palm leaves, crumbled brown paper for trunk and fake fur and felt for monkey.

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STORYTIME PLANNERS 3

Toddlers
PreSchool - Kindergarten
First - Third Grades
Fourth - Fifth Grades
Sixth Grade
Young Adult
NonGraded

library grins and giggles ... at the library

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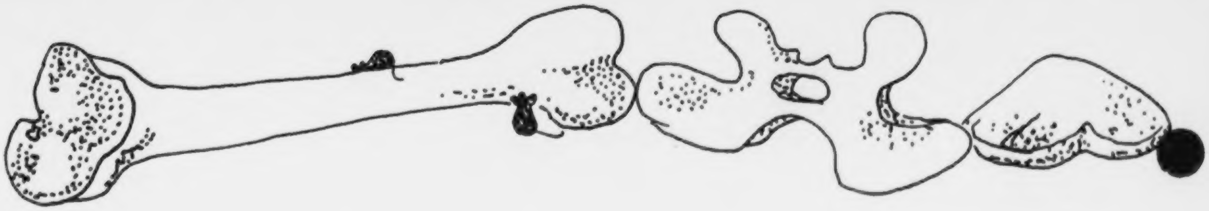
TODDLERS

TIME TO LAUGH

BEST COPY AVAILABLE

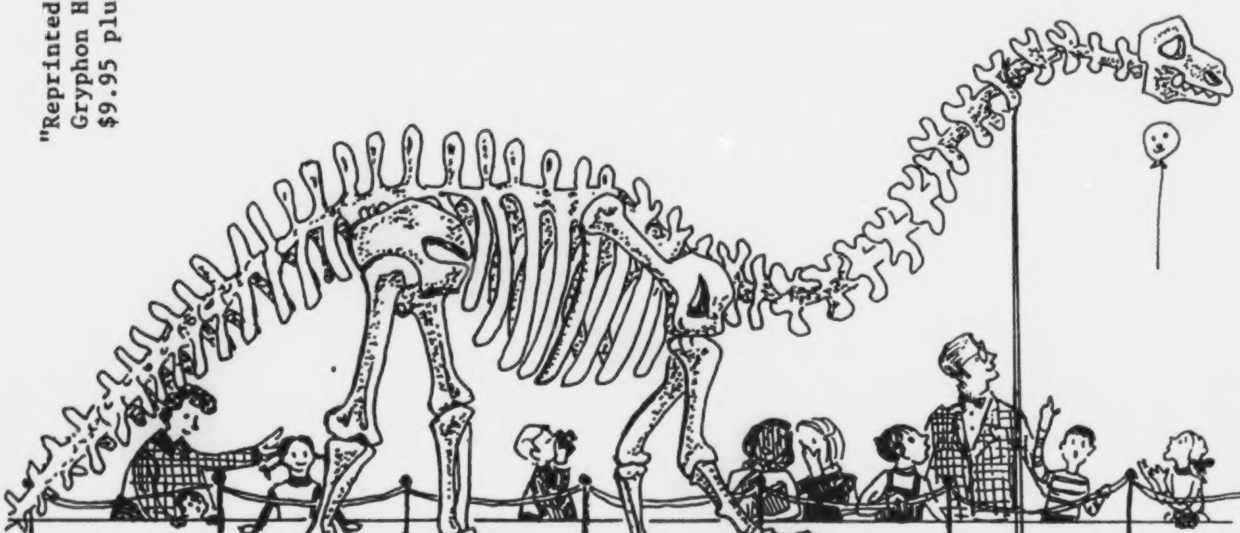
THEME:	**BEASTLY TALES**
AGE RANGE:	Toddlers
BOOKS:	Berenstain, Stan and Jan. The Berenstain Bears and the Missing Dinosaur Bone. New York: Random House, 1980. Berenstain, Stan and Jan. After the Dinosaurs. New York: Random House, 1988. Gibbons. Prehistoric Animals. New York: Holiday House, 1988.
POEMS:	Prelutsky, Jack. Tyrannosaurus was a beast. New York: Greenwillow Books, 1988.
RIDDLES:	Adler, David A. The Dinosaur Princess and other Prehistoric riddles. New York: Holiday House, 1988.
FINGERPLAY:	"Once a Mighty Dinosaur"
CRAFT:	Dinosaur pom pet Dinosaur's pencil box
VIDEO:	Reading Rainbow. Digging up dinosaurs. VHS. 30 min.
FILM:	Dinosaur
ACTIVITIES:	Dinosaur Coloring Page Dinosaur Path Puzzle
SONG:	"Dinosaur"



Once a Mighty Dinosaur

ACTION VERSE
Children are standing

Stand with head high	Once a mighty dinosaur
Sit down wearily	Sat down upon the jungle floor.
Put head on chest	He died, he did, without a name,
Boo hoo!	And no one cried. (Oh, what a shame!)
Move hands together from left to right	Then, many, many years went by.
Point to self from head to toe	The bones he left lay old and dry.
Dig, dig	They dug, they did, some time ago,
Point to self	And found his bones: that's how I know.
Show roof of big building	Now, somewhere in a big museum,
Stretch out arms	If you go there, you can see 'em:
Point left and right	Hundreds! Thousands! Maybe more!
Stand tall with head high	Enough to make a dinosaur!



"Reprinted with permission from Move Over, Mother Goose! Available from Gryphon House, P.O. Box 275, Mt. Rainier, MD 20712 (1-800-638-0928), $9.95 plus $1.50 for shipping."

POM-PETS

BASIC PET

For the body, cut away part of the top and bottom of a 1 1/2" pompom as shown in Fig. 1. Cut a bottom circle from lightweight cardboard and glue it to the flattened bottom of the pompom. Glue another 1 1/2" pompom to the flattened top of the body to form the head (Fig. 2).

DINOSAUR

Materials:
Pompoms: 1 green 1 1/2", 2 green 5/8", 1 green 1", 9 green 1/2";
2 oval 10 mm eyes;
Craft glue;
Lightweight cardboard.

Instructions:

1. Flatten one part of the 1 1/2" pompom and glue the bottom circle to it as for the Basic Pet. For the front feet, flatten part of 2 green 1/2" pompoms. Glue the flattened parts to the bottom of the body at the front (Fig. 7). Let the back of the body rest on the table surface.
2. For the tail, flatten one part of a 5/8" pompom and glue the flattened part to the back of the body. Glue two 1/2" pompoms in place as shown to finish the tail.
3. Now glue 3 green 1/2" pompoms a [illegible] the upper part of the body. Flatten a 5/8" pompom and glue it [illegible] place for the bottom of the neck. For the head, flatten one part of a 1" pompom and glue the flattened part to the neck. Glue the eyes to the sides of the head, as shown. For the back feet, glue 1/2" green pompoms in place.

Fig. 2

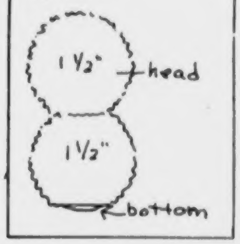


Fig. 7 - Dinosaur

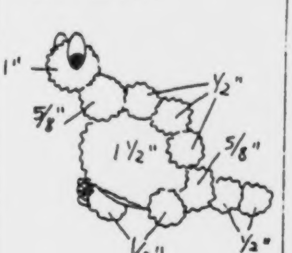
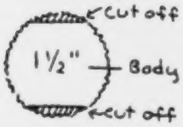
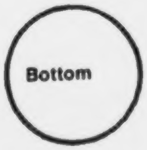


Fig. 1





From Plaid's Kids' Crafts Collection by Shirley Burgess, c1985. Published by Plaid Enterprises, Inc., Norcross, GA. Permission from Plaid Enterprises, Inc. Other publications are available.

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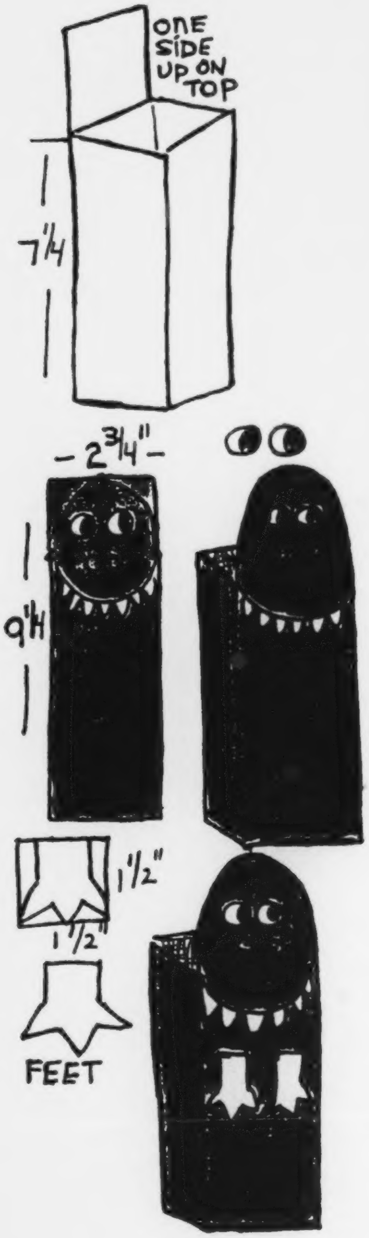
DINOSAUR'S PENCIL BOX

Keep your pencils and crayons in a box shaped like a dinosaur. You can also use this as a bank.



You need: a milk carton, three 7¼" × 2¾" pieces of green construction paper, one 9¼" × 2¾" piece of green construction paper, four 1½" × 1½" pieces of yellow construction paper, one 5" × 3" piece of green construction paper, white and brown paint.

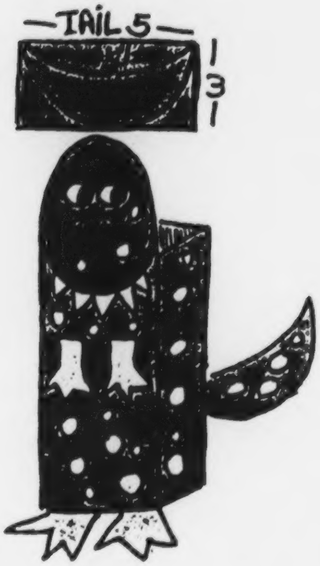
Wash thoroughly and open milk container fully and neatly across top, so as not to rip it. Cut off 3 sides, leaving only 1 as in the picture. Glue a 7¼" × 2¾" piece of green paper to 3 sides of carton. On the 9¼" × 2¾" piece make a dot at the top in the middle, and one 2¼" down each side. From side dots to top dot make a curved dinosaur head. From one side-dot to the other, paint a curved smile in brown. Paint several white triangle teeth along bottom of curve as in picture.

Trace nickels on white paper for eyes. Paint pupils. Glue to paper about 1½" down from top. Paint brown nostrils below. Glue this piece to tall side of carton. Trim any excess carton that sticks out from green paper.

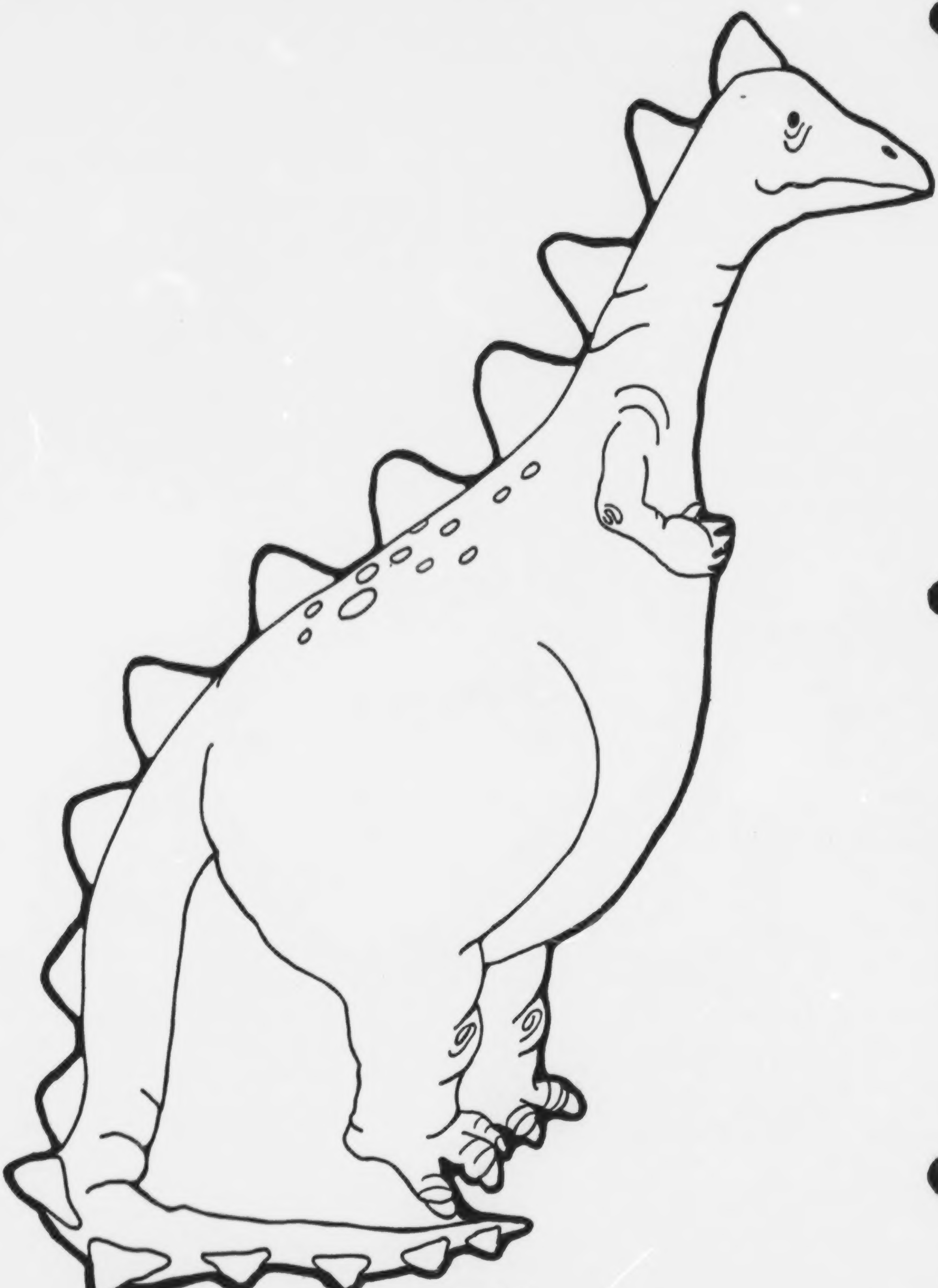
Draw 4 feet, each one on 1½" × 1½" yellow paper, with 3 triangle points, as in picture. Glue 2 to front of carton 2" down from teeth as in picture.

From The Little Witch's Dinosaur Book by Linda Glovach, (c) 1984.
Prentice Hall/Simon & Schuster, Englewood Cliffs, NJ.

Glue remaining 2 feet to bottom about ¼″ under carton. The rest of foot will be flat and protruding outward (see diagram). Measure 1½″ down from top of 5″-wide, 3″-high paper. Make a dot below it. From dot make curved line to corners, as you did in other tails. Cut out. Bend corner, and glue or tape to carton. Cut pennysize circles out of brown paper, or cut from a brown paper bag. Glue around dinosaur and on tail. Use this as a centerpiece. Put your pencils, crayons, and paint brushes inside the box. It also can hold jelly beans and marbles.

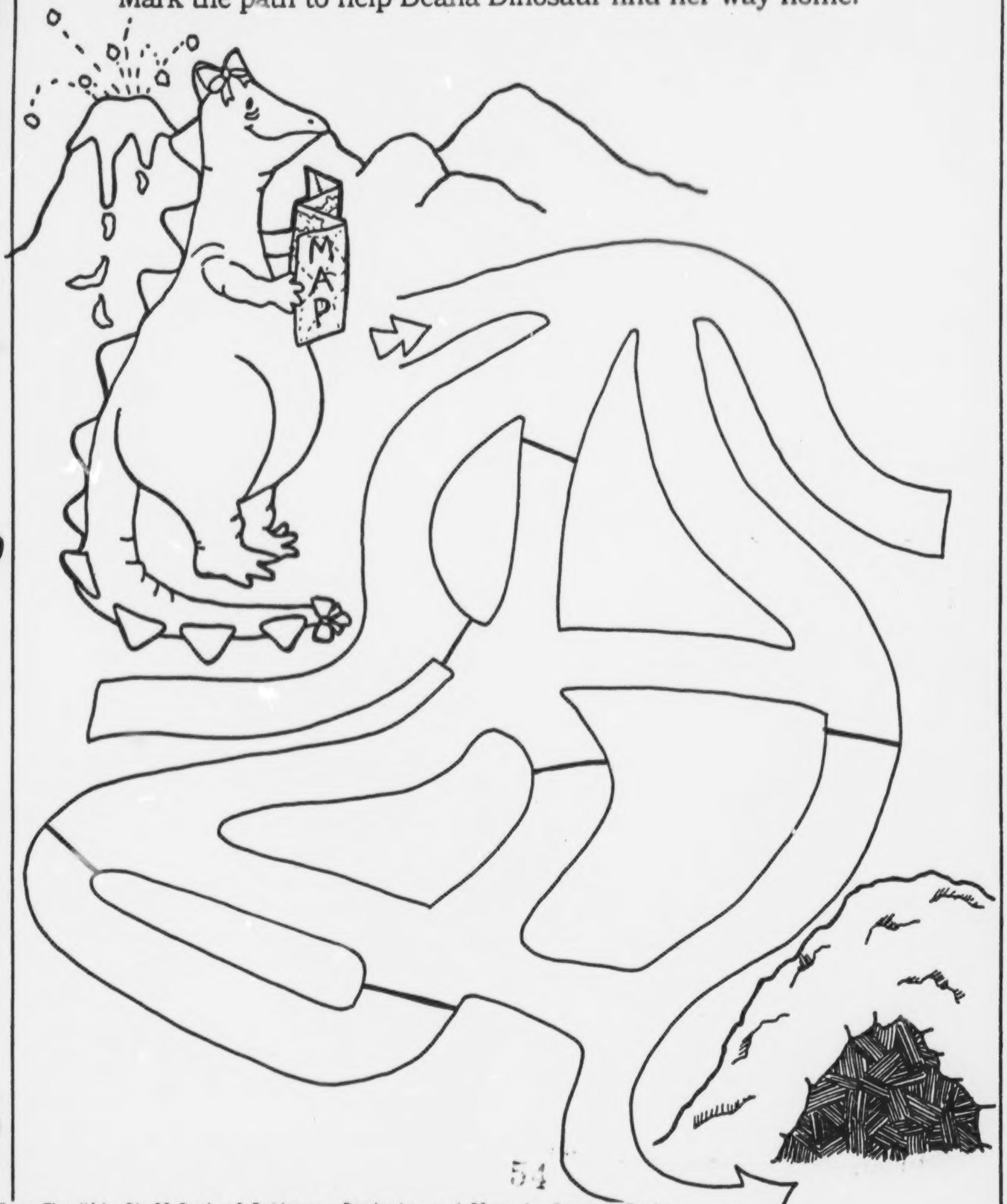


From The Kids Stuff Book of Patterns, Projects, and Plans by Imogene Forte, c. 1982. Published by Incentive Publication, Inc., Nashville, TN. Reprinted with permission.



DINOSAUR

Mark the path to help Deana Dinosaur find her way home.



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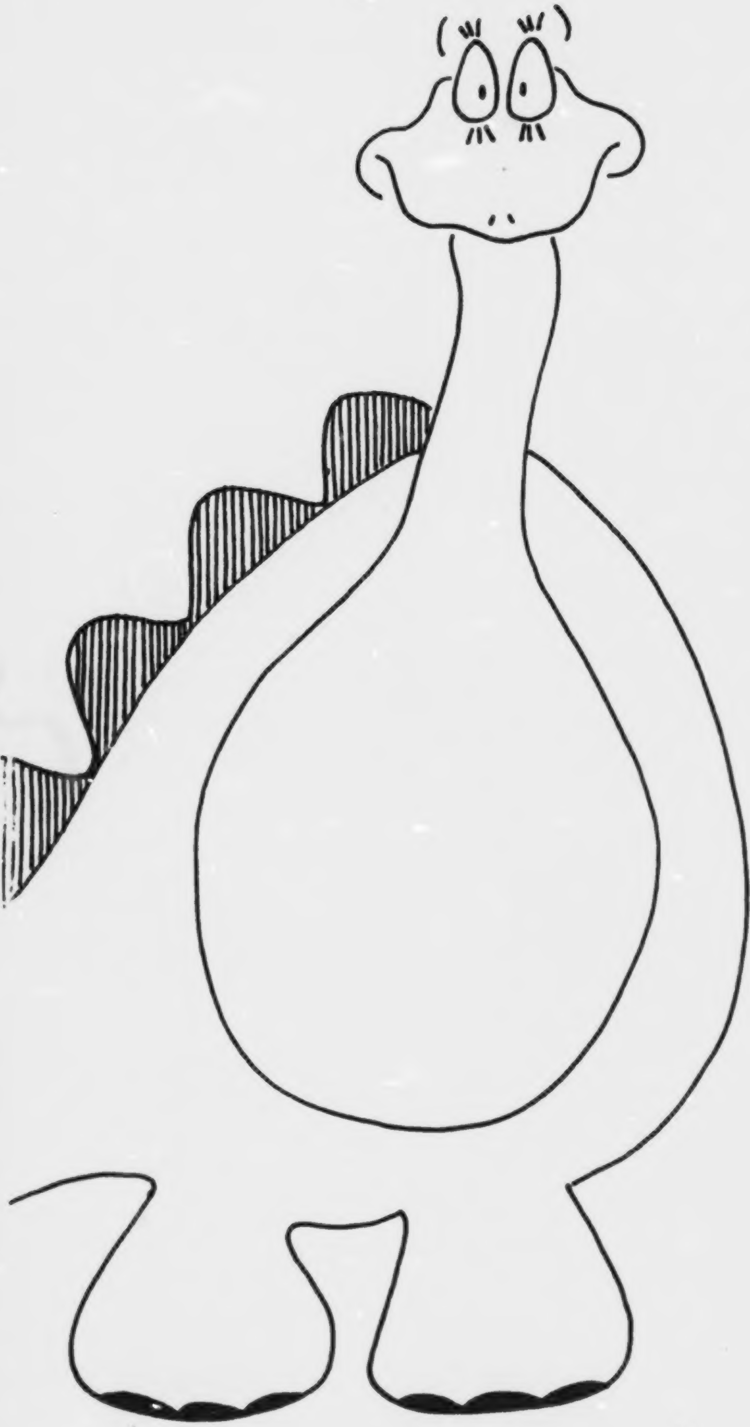

DINOSAUR

Sung to: "Oh, Christmas Tree"

F
Oh, Dinosaurs
C7 F
Oh, Dinosaurs
Gm C F
How big you are to me.

F
Oh, Dinosaurs
C7 F
Oh, Dinosaurs
Gm C F
What a wonder you are to me.

F
So heavy,
Gm
So tall
C7 F
As you lived long ago.

F
Oh, Dinosaurs
C7 F
Oh, Dinosaurs
Gm D Gm C7 F
How wonderful you are to me.

Kristine Wagoner
Pacific, WA

Marion Hopping, illus.
More Piggyback Songs
Warren Publishing House, Inc.

THEME:	FOOD FUN
AGE RANGE:	Toddlers
BOOKS:	Brown, Marcia. Stone Soup. New York: Scribners, 1947. de Paola, Tommie. Strega Nona. New York: Random House. Potter, Beatrix. Tales of Peter Rabbit.
POEM:	"Beneath a Blue Umbrella"
FINGERPLAYS:	"First I Hoe" "My Garden" "Down in the Garden"
SONGS:	"Seeds Are Sleeping" "We Are Going to Plant a Seed" "Have you Ever Had An Apple?" "What is Green and Red - Guessing Game"
FILMS:	Dragon Stew Green Eggs and Ham I Know an Old Lady Who Swallowed a Fly Paddeington Bakes a Cake Stone Soup
CRAFTS:	Green Haired Monster MacBurger Puppet

Beneath a blue umbrella
a melon seller sat,
selling yellow melons,
succulent and fat.

A huge and hungry hippo
made the melon seller mad
when he swallowed all the melons
that the melon seller had.

From Beneath a Blue Umbrella by Jack Prelutsky, illustrated by Garth Williams. Greenwillow Books, (c) 1990. "Reproduced by permission of William Morrow and Company, Inc./Publishers, New York. No further reproduction is authorized."

FINGERPLAYS

FIRST I HOE

First I hoe,
  (Make chopping motions as though holding hoe)
Then I rake,
  (Make raking motions)
Then I plant the seeds.
  (Pick up imaginary seeds and pretend to place in ground)

I cover them up,
  (Make motions as though covering and patting mounds of dirt)
I water them down,
  (Tip watering can)
And then I pull the weeds.
  (Pretend to pull weeds)

The sun shines down,
  (Arms in circle overhead)
The rain falls 'round,
  (Flutter fingers downward)
A tiny shoot I see.
  (Hold up index finger)

My flowers blossom, bloom and grow,
  (Hands palms together, raise them overhead, gradually opening fingers)
I pick them
  (Pretend to pick flowers)
Just for me!
  (Point to self)

DOWN IN THE GARDEN

Down in the garden
  (Point to right)
Where the dandelions grow,
  (Touch heels of hands together, curve fingers)
They have soft puffballs
  (Make circle with thumb and forefinger)
That I can blow.
  (Blow through circle)
The seeds all scatter,
  (Spread hands wide)
And they float through the air.
  (Float hands, wiggling fingers gently)
Soon we'll have dandelions everywhere!
  (Spread hands)

MY GARDEN

I rake my garden nice and flat
  (Extend left hand forward, palm up; make raking motion with fingers of right hand)
And then I plant some seeds . . . like that.
  (Make "planting" motion with right hand onto palm of left hand)
Next, gentle rain
  (Flutter fingers downward)
And sunshine's glow
  (Arms in circle overhead)
Will help my garden grow and grow.
  (Cup hands together; extend upward slowly, gradually opening fingers)

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SONGS TO SING AND DO

SEEDS ARE SLEEPING

Tune: Frere Jacques

Before beginning this activity, divide children into two groups — "seeds" and "rain". Perform the activity twice, letting the children switch roles the second time.

I

(Action: Have seeds curl up on floor. Have rain stand by.)

Seeds are sleeping, seeds are sleeping,
Underground, underground.
In their little beds,
In their little beds,
In the ground,
In the ground.

II

(Action: Have rain tiptoe among seeds, fluttering fingers downward, while seeds extend arms and legs for roots.)

Now it's raining, now it's raining
All around, all around.
See, the roots are spreading,
See the roots are spreading,
In the ground,
In the ground.

III

(Action: Have rain stand aside. Have seeds slowly stand up until they're straight and tall with arms outflung.)

Plants are growing, plants are growing,
In the ground, in the ground.
See the flowers blooming,
See the flowers blooming,
All around,
All around.

J.S.H.

WE ARE GOING TO PLANT A SEED

Tune: Here We Go 'Round the Mulberry Bush

Verse I — Have children stand in a circle, and march around with imaginary hoes slung over their shoulders. For successive verses have children imitate actions suggested by the words.

I

We are going to plant a seed,
Plant a seed, plant a seed.
We are going to plant a seed,
In our little garden.

II

First we dig a little hole,
Little hole, little hole;
First we dig a little hole,
In our little garden.

III

Then we place the seed inside,
Seed inside, seed inside;
Then we place the seed inside,
In our little garden.

IV

Next we cover it up with dirt,
Up with dirt, up with dirt;
Next we cover it up with dirt,
In our little garden.

V

Then the summer sun will shine,
Sun will shine, sun will shine;
Then the summer sun will shine,
In our little garden.

VI

Then the rain will fall around,
Fall around, fall around;
The the rain will fall around,
In our little garden.

VII

Then the little seed will grow,
Seed will grow, seed will grow;
Then the little seed will grow,
In our little garden.

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HAVE YOU EVER HAD AN APPLE?

Sung to: "Have You Ever Seen A Lassie?"

C C G C
Have you ever had an apple, an apple, an apple?

C
Have you ever had an apple

G C
And heard it go "crunch"?

C C G C
Have you ever had an orange, an orange, an orange?

C C
Have you ever had an orange

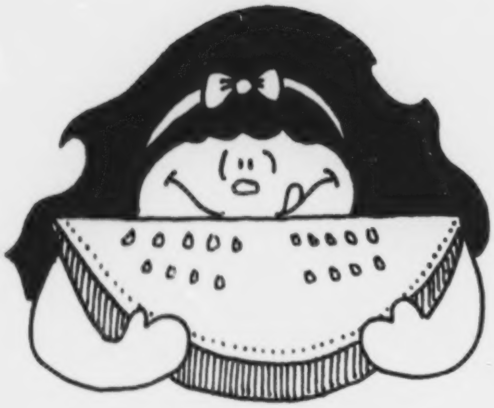
G C
And heard it go "slurp"?

C C G C
Have you ever had a banana, a banana, a banana?

C C
Have you ever had a banana

G C
And heard it go "mush"?

Frank Dally
Akeny, IA



WHAT IS GREEN AND RED – GUESSING GAME

Sung to: "Frere Jacques"

C
What is green?

C
What is red?

C
What is big?

C
What is round?

C
What has lots of seeds?

C
What is fun to eat?

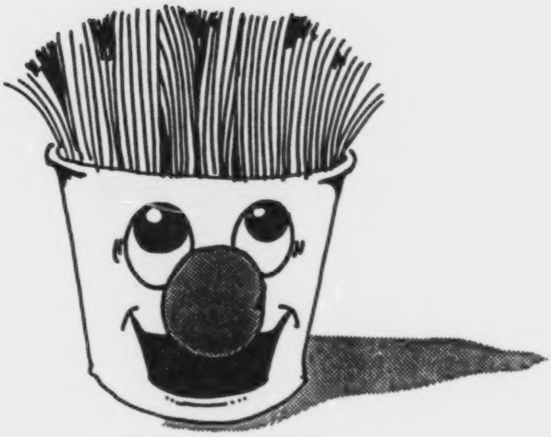
C C
Juicy treat, juicy treat.

Children sing and guess.
(Watermelon)

Saundra Winnett
Fort Worth, TX

Marion Hopping, illus.
More Piggyback Songs
Warren Publishing House, Inc.

Green-Haired Monster



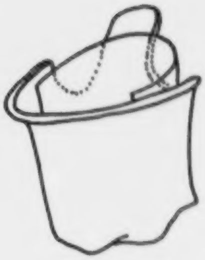
You Will Need:

single egg cups
paint
dirt, soil
grass seed
wax paper

Before Your Children Begin:

Cut egg cartons into single cups.

What to Do:

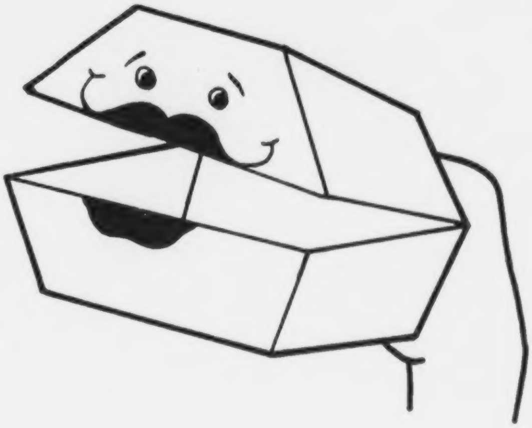


1. Have the children paint each cup. These must be thoroughly dry before the project can continue.
2. Then paint on a scary monster face.
3. Fill each cup with damp soil.
4. Add plenty of grass seed.
5. Place the "bald-headed" monsters on wax paper on the windowsill.
6. Water every day (keep the soil moist).
7. Within seven to ten days, your "bald-headed" monsters will be "green-haired" monsters.

If you need to use this kind of egg cup (see illustration), you can fill the inside with a piece of paper so the dirt can be filled to the top.

From Creative Egg Carton Crafts by Nancee McClure and Janis Rhodes, c. 1989. Reprinted with permission by Good Apple, Inc., Carthage, IL.

MacBurger Puppet



Old MacBurger
Sung to: "Old MacDonald Had a Farm"

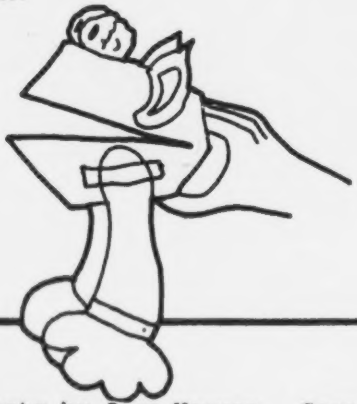
Old MacBurger had a mouth,
E-I-E-I-O.
And in this mouth he put some food,
E-I-E-I-O.
With a munch, munch here,
And a munch, munch there,
Here a munch, there a munch,
Everywhere a munch, munch.
Old MacBurger had a mouth,
E-I-E-I-O.

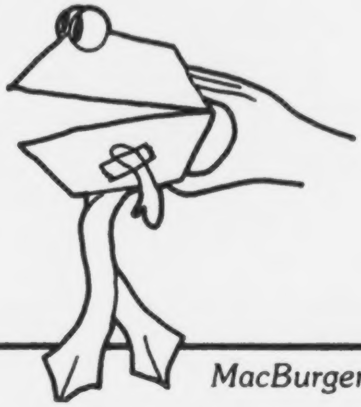
Jean Warren

Materials: Styrofoam or cardboard hamburger holder; plastic moving eyes; black felt-tip marker; glue; pair of scissors.

Making the Puppet: Cut the fastener tabs off a Styrofoam or cardboard hamburger holder. Glue two plastic moving eyes on the front of the holder and add a mouth with a black felt-tip marker. Carefully poke a hole in the back of the lid and another hole near the back in the bottom of the holder. To use the puppet, put your index finger through the hole in the lid and your thumb through the hole in the bottom. Then move your finger and thumb up and down.

Variations:





MacBurger Puppet

From 1-2-3 Puppets by Jean Warren. Cora L. Walker, Illustrator. Copyright (c) 1989. Warren Publishing House, Inc., P.O. Box 2250, Everett, WA 98203.

THEME: JEEPERS SQUEAKERS

AGE RANGE: Toddlers

BOOKS:

Numeroff, Laura. If you Give a Mouse a Cooki
Brady, Susan. Find My Blanket.
Miller, Moira. Oscar Mouse Finds A Home.
Gundersheimer, Karen. One, Two, Three, Play Wi
Krauss, Robert. Whose Mouse Are You?
Moncure, Jane B. Mousekins Special Day.
Nixon, Jean Lowery. Muffy Mouse and the Birthday.
Ormondroyd, Edward. Broderick.
Smith, Glenna C. The Little Mouse Was a Gr
Miller, Edna. Mousekins Family.

FINGERPLAYS:

"Five Little Mice"
"Tiny Little Mouse"
"Hickory Dickory Dock"
"Little Mouse"

"Where Are the Baby Mice"

Where are the baby mice?
Squeak, squeak, squeak
I cannot see them,
Peek, peek, peek.
Here they come out of their hole
in the wall.
One, two, three, four, five
And that's all!

From:
Ring A Ring O'Roses, published by the Flint Library, Flint, MI. (313) 232-7111.

FILMS:

The Bear and the Mouse. (LSL)

Broderick. (LSL)

Fourteen Rats and A Rat Catcher. (LSL)

Mouse and the Motorcycle. Churchill Films. Pr (LSL)

Runaway Ralph. Primary (LSL)

HANDOUTS:

Mouse Coloring Sheets
Letter M

Five Little Mice

(Hold up five fingers. Bend fingers down as verse
progresses.)

Five little mice on the pantry floor;
This little mouse peeked behind the door;
This little mouse nibbled at the cake;
This little mouse not a sound did make;
This little mouse took a bite of cheese;
This little mouse heard the kitten sneeze.

"Ah-choo!" sneezed kitten, and "Squeak!" they cried,
As they found a hole and ran inside.
(Make running motions with fingers, and hide hands behind
back.)

Fingerplays reprinted from "Ring a Ring o "Roses," published by the Flint Public Library, Flint, MI (313) 232-71111

Tiny Little Mouse

There's such a tiny little mouse,
(Hold thumb and forefinger close together to indicate size.)

Living safely in my house.
(Place right forefinger into clenched left fist.)

Out at night he'll creep, creep, creep
("Walk" fingers slowly up left arm.)

When everyone is fast asleep.
(Rest head on folded hands.)

But always in the light of day
(Put hands over head for sun.)

He'll softly, softly creep away.
(Creep fingers slowly back down left arm, and place in
clenched left fist.)

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Hickory, Dickory, Dock

Hickory, dickory, dock,
(Bend arm at elbow, holding up lower part for clock, palm
open.)

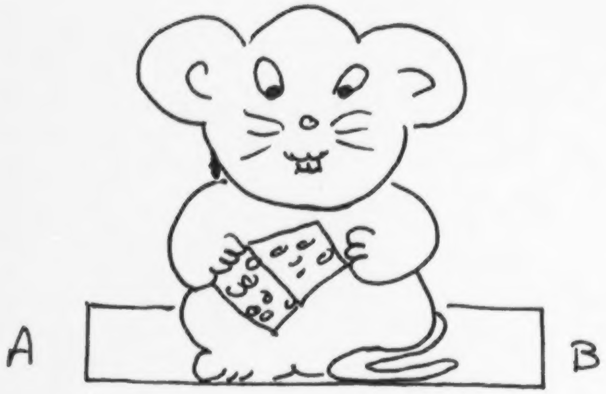
The mouse ran up the clock;
(Use forefinger and middle finger of left hand for mouse.)

The clock struck one, and down he run.
(Clap hands for strike, then mouse runs down arm.)

Hickory, dickory, dock.

From: "Eye Winker, Tom Tinker, Chin Chopper- 50 Musical Fingerplays", by Tom Glazer. Doubleday & Co., New York, NY © Songs Music, Inc., Scarborough, NY 10510. By Permission.

Little Mouse Fingerplay

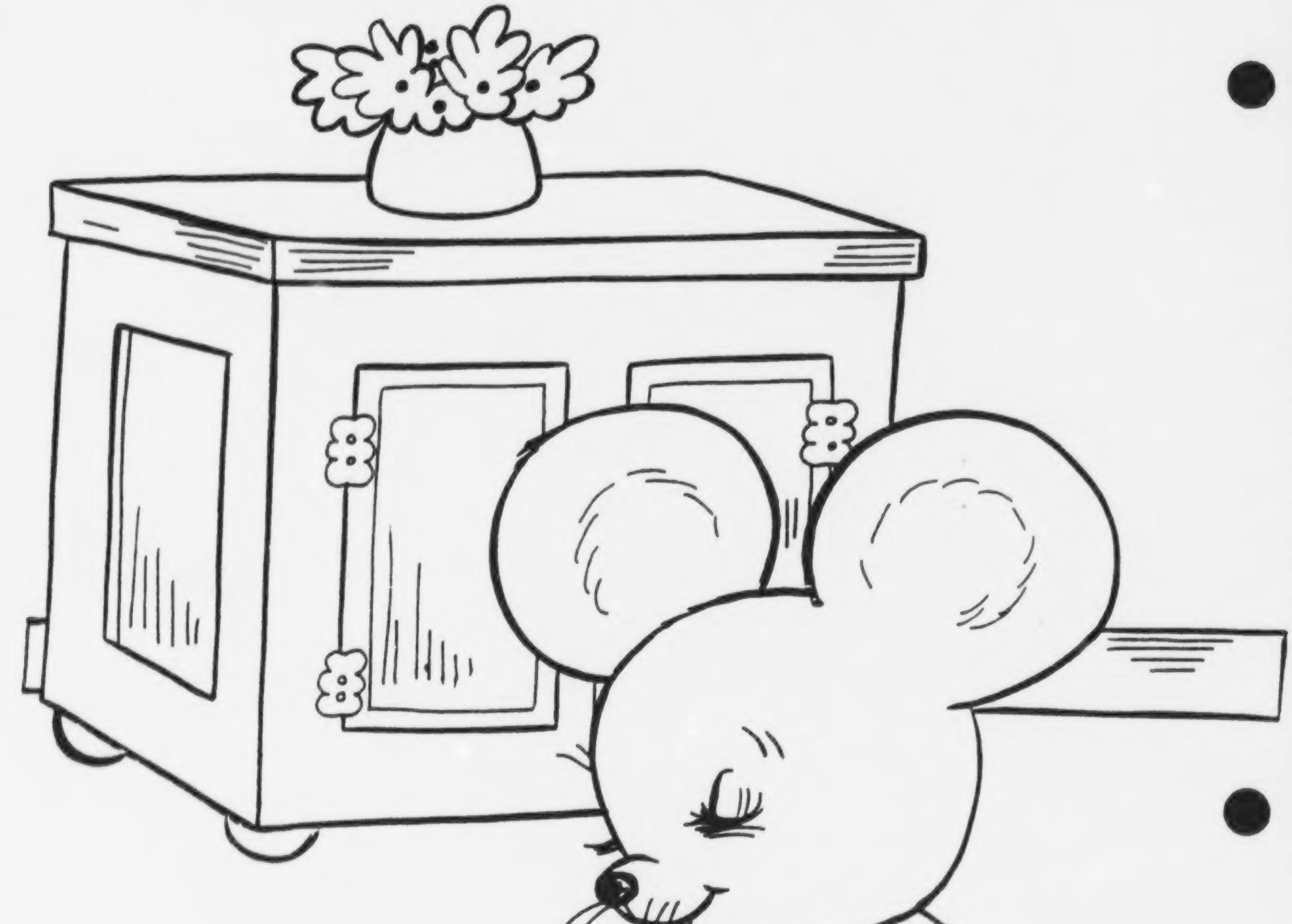


Color. Cut out. Glue A to B.

Hurry, scurry, little mouse,
Starts down at your toes.
Hurry, scurry, little mouse,
Past your knees he goes.
Hurry, scurry, little mouse,
Past where your tummy is.
Hurry, scurry, little mouse,
Gives you a mousie kiss. (smack)
(Start at toes and go on up using finger
puppet of mouse.)

See the little mousie,
(index and middle finger on thumb)
Creeping up the stair.
(creep mouse up arm)
Looking for a warm nest,
(have mouse peer around)
There, oh there.
(let mouse spring into elbow)

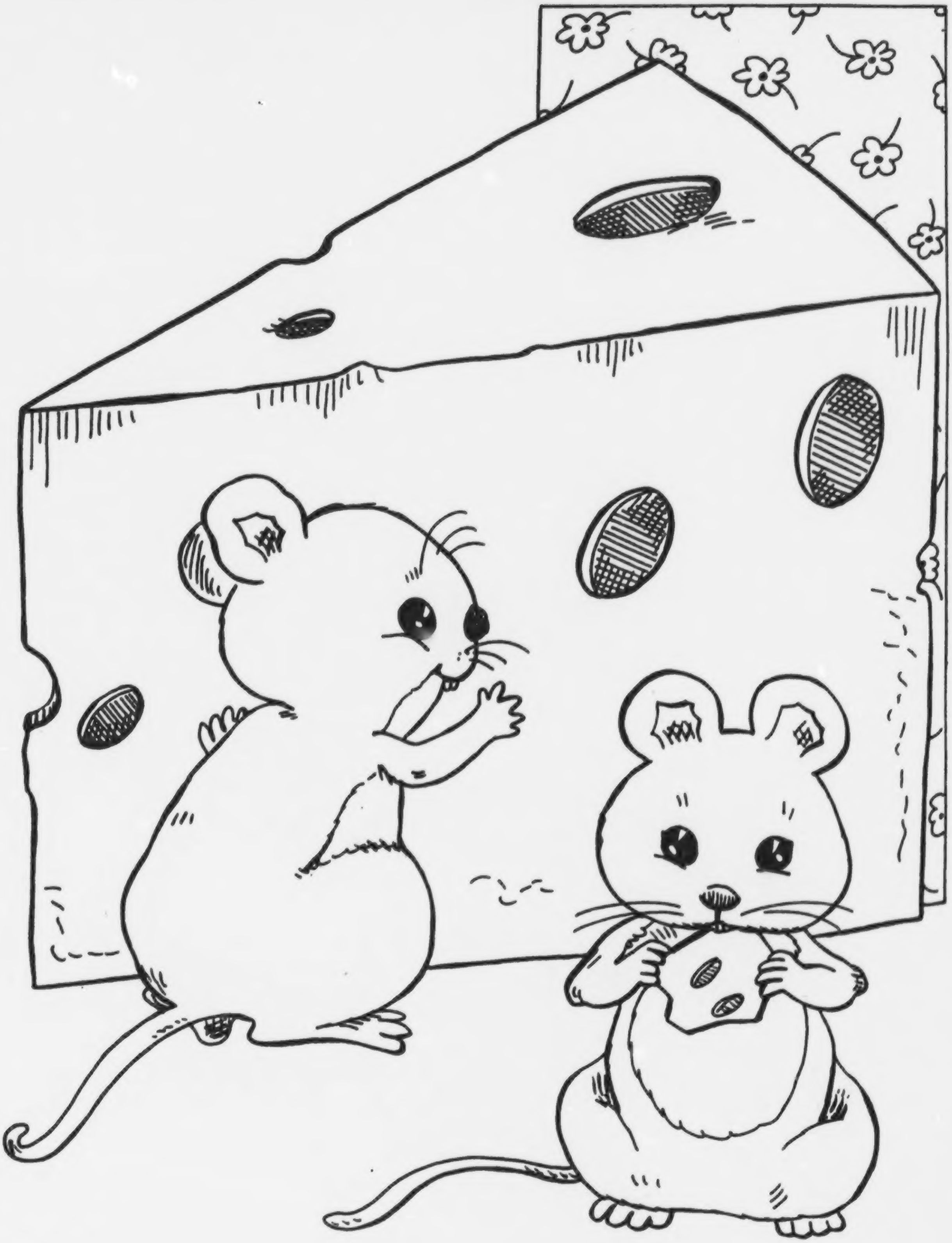
From: Tempe Public Library Children's Department. Tempe, Ar



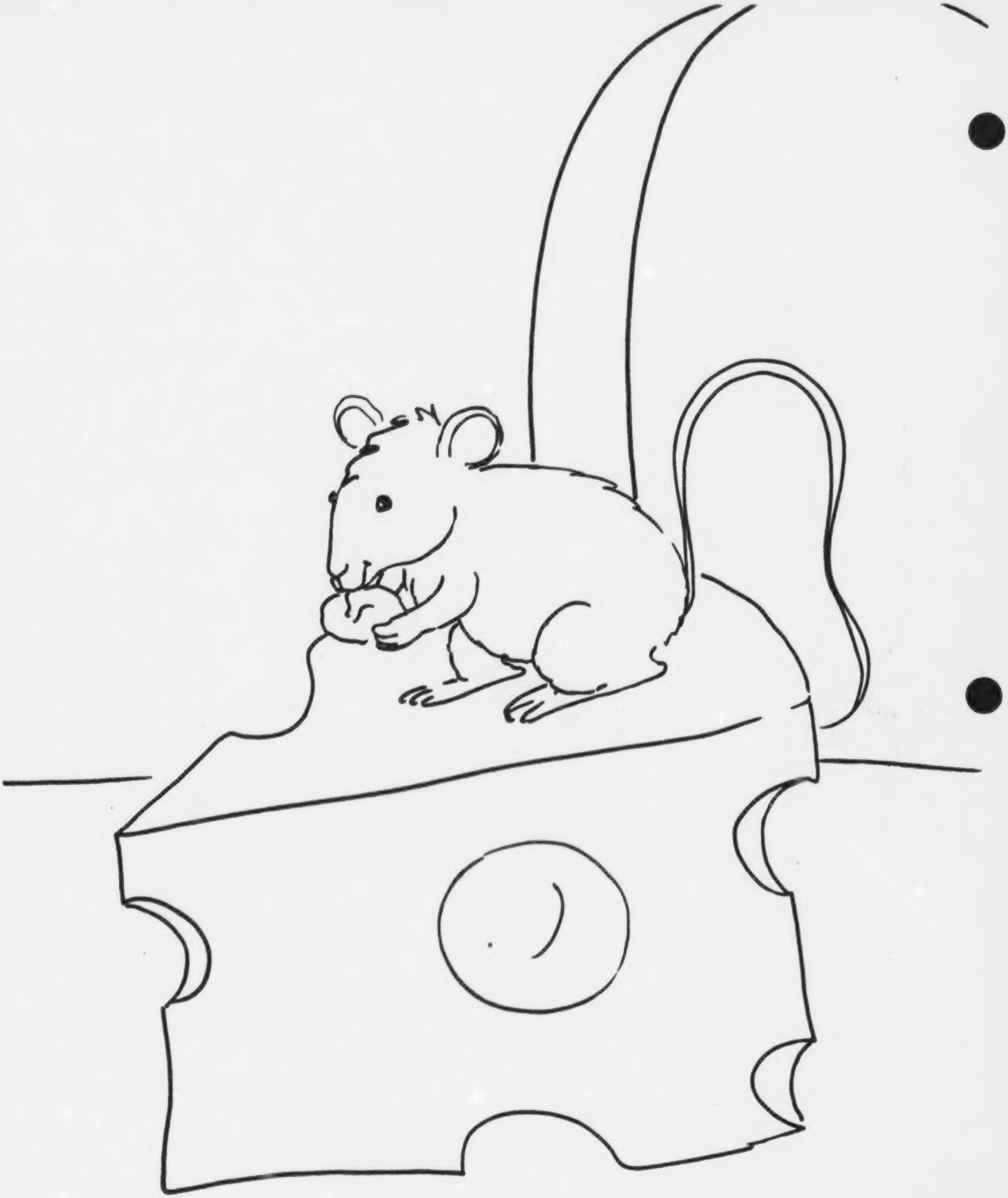
66

From Creative Child Press. It's Great to Color Coloring and Activity Book,

© 1988. Playmore Inc., Publishers and Waldman Publishing Corp., New York.

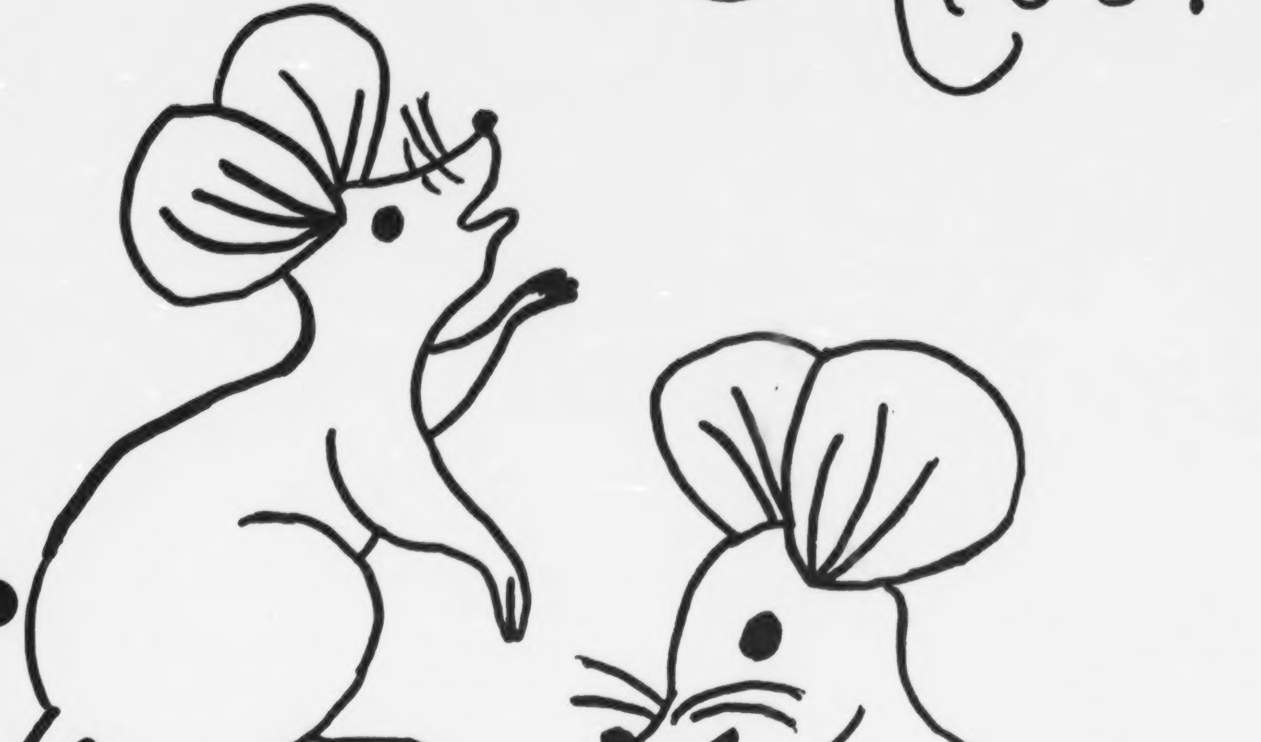


Mice just love **yellow** cheese.



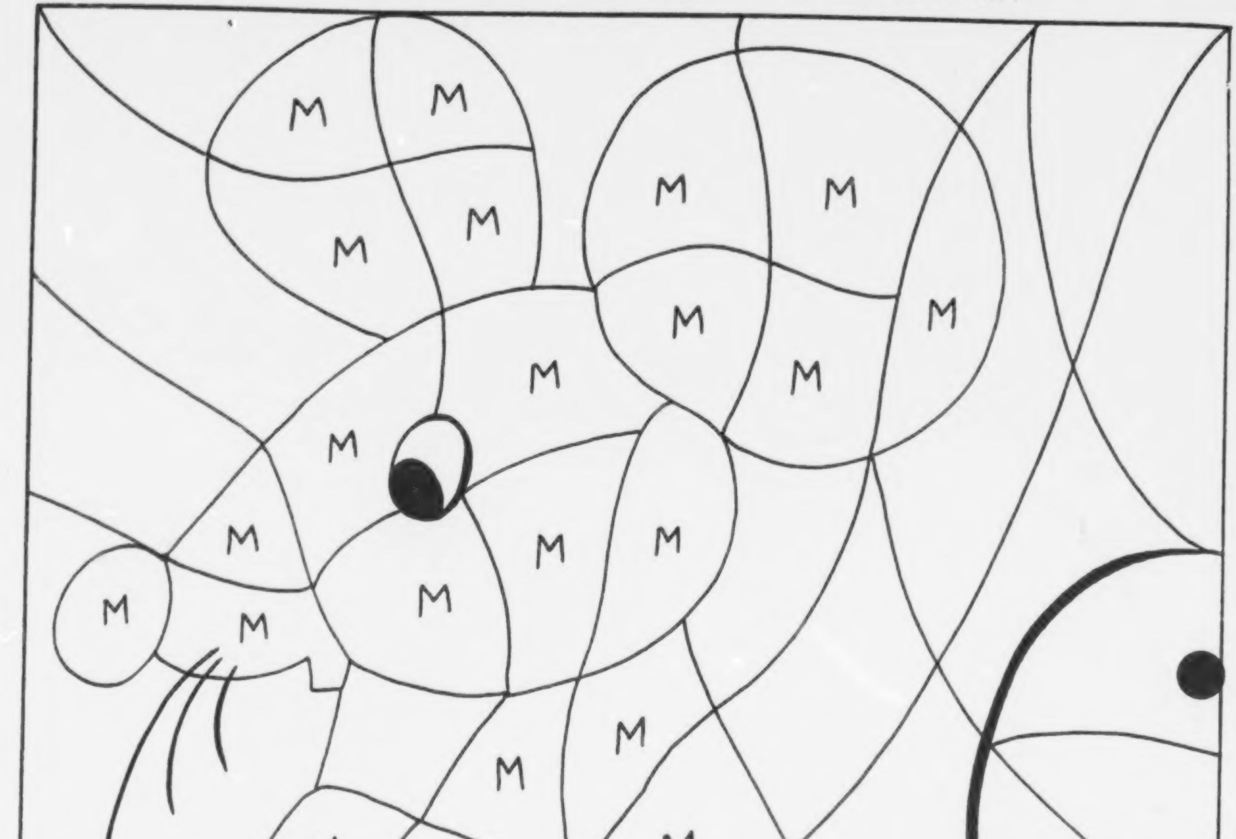
GOOD CHEESE

Mice!



The Letter M

Use a pink crayon to color all the spaces where you see a capital **M**.
Do you see something that begins with the letter **M**?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Creative Child Press It's Great to Color. ~~Permission granted~~

THEME: MOO WHO

AGE RANGE: Toddler

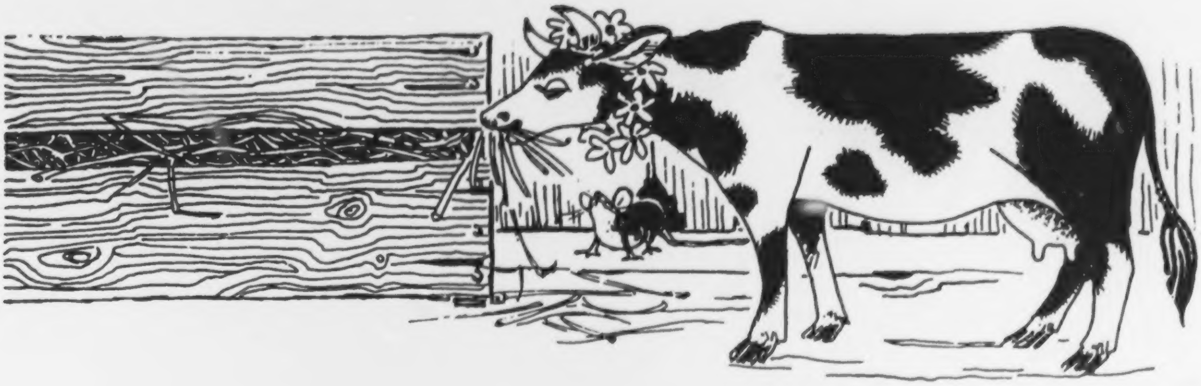
BOOKS: Lindbergh, Reeve. Midnight Farm. New York: Dial, 1987.

FINGERPLAYS: "Alice the Cow"
"This Old Cow"

CRAFT: Farmyard Friends Cookie Cutters to make name tags or to use as forms to cut dough.
Milk Cow

FILM: Ferdinand the Bull

SONGS: "All Around The Barnyard"
"Farm Sounds"



Alice the Cow

FINGERPLAY
Children are sitting

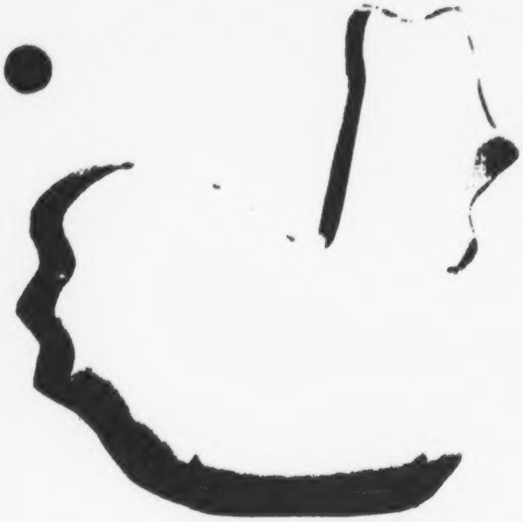
Moo, moo	"Well, now," said Alice the Cow.
Grab "hay"	Helping herself to some hay from the mow;
Put "hay" into mouth	"I'll just have a little-a little to munch,
Munch and munch	In case Farmer Brown should forget to serve lunch."

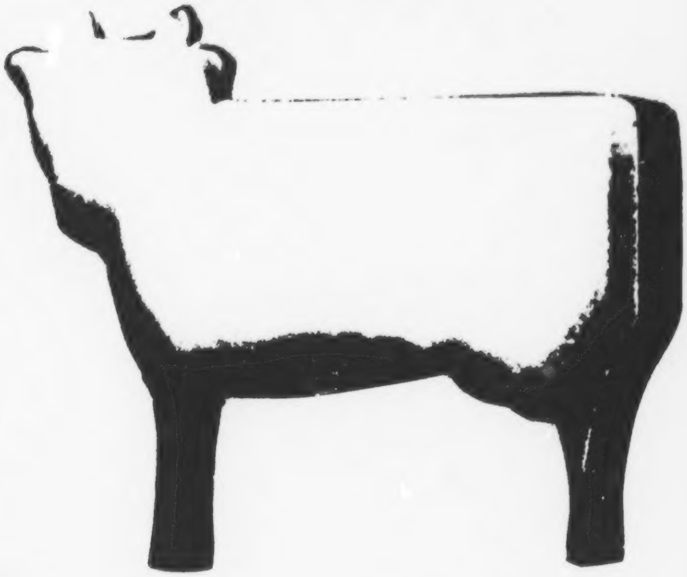
This Old Cow

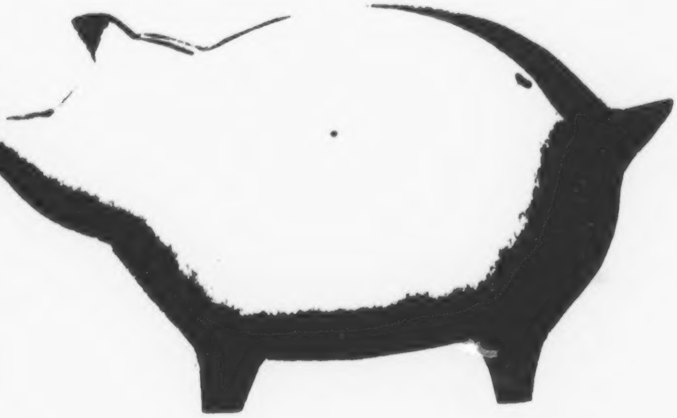
ACTION VERSE
Children stand in a circle. One child is in the middle as the cow. Another is chosen to be the new cow-man. A third child is the "new cow," who becomes the old cow the next time around.

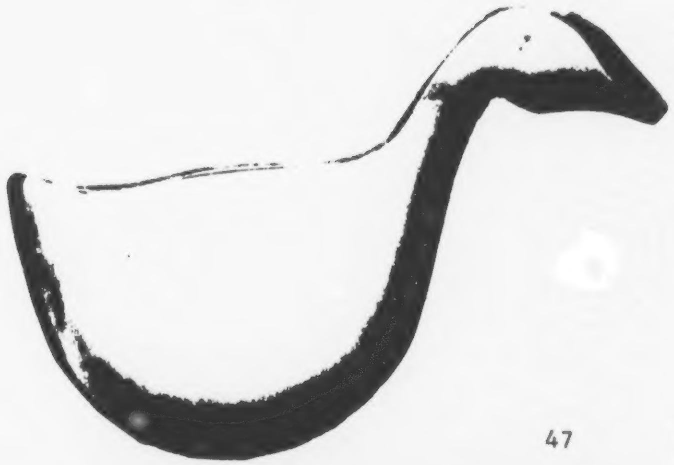
Cow sits down	This old cow will give no milk!
Cow rests head on hands	We'll put her in a pen;
New cow-man comes into circle with a "new cow" and leads the "old cow" away. New cow becomes old cow.	And when the new cow-man comes 'round, We'll have to trade her in.

"Reprinted with permission from Move Over, Mother Goose! Available from Gryphon House, P.O. Box 275, Mt. Rainier, MD 20712 (1-800-638-0928), $9.95 plus $1.50 for shipping."









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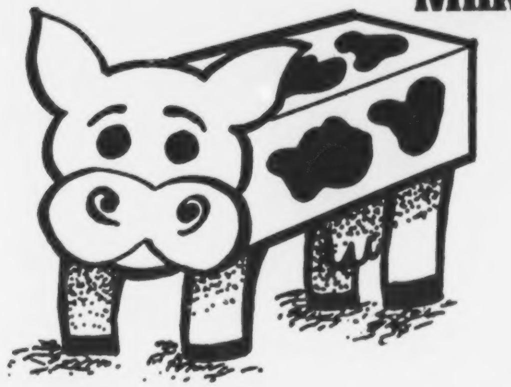
Miscellaneous Fun

Milk Cow



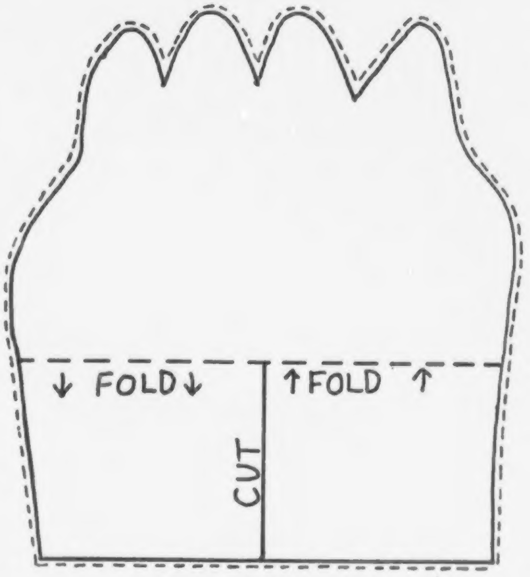
You Will Need:

1 one-half gallon milk or juice carton
4 bathroom tissue rolls
crayons or felt markers
construction paper
pencil
ruler
scissors
glue
sharp knife (or pointed scissors)**
transparent tape

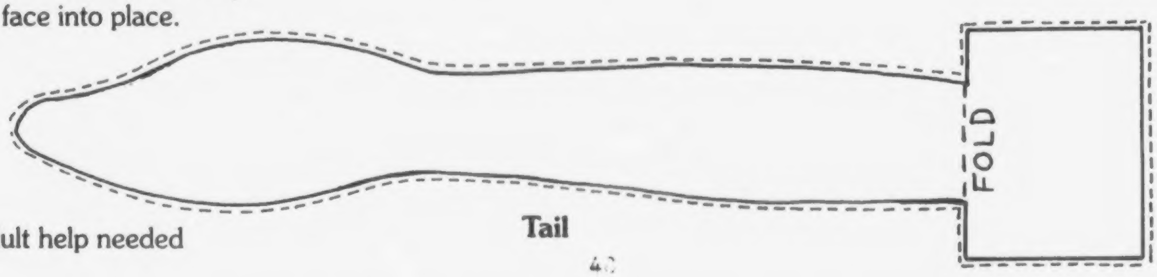
What to Do:

Tape carton spout closed.
Flatten carton top by firmly pushing on it with your hand.
Using **bottom template** as a guide, cut four slits in one side of carton.**
Mark position for milk bag.
Cover other three sides of carton with construction paper.
Decorate with spots, if desired.
Glue into place.
Draw cow's face, tail and milk bag on construction paper.
Cut out.
Glue "fold" tab on tail to top of flattened carton end.
Fold tabs as indicated on milk bag.
Glue on marked line between leg slits.
Color "hooves" around one end of each bathroom tissue roll.
Flatten other end of each roll.
Insert each flattened end into a bottom slit.
Stand cow on her "legs."

Note: If cow tends to stand sprattle-legged, tape front legs together and back legs together. Tape may be removed next day.
Glue face into place.



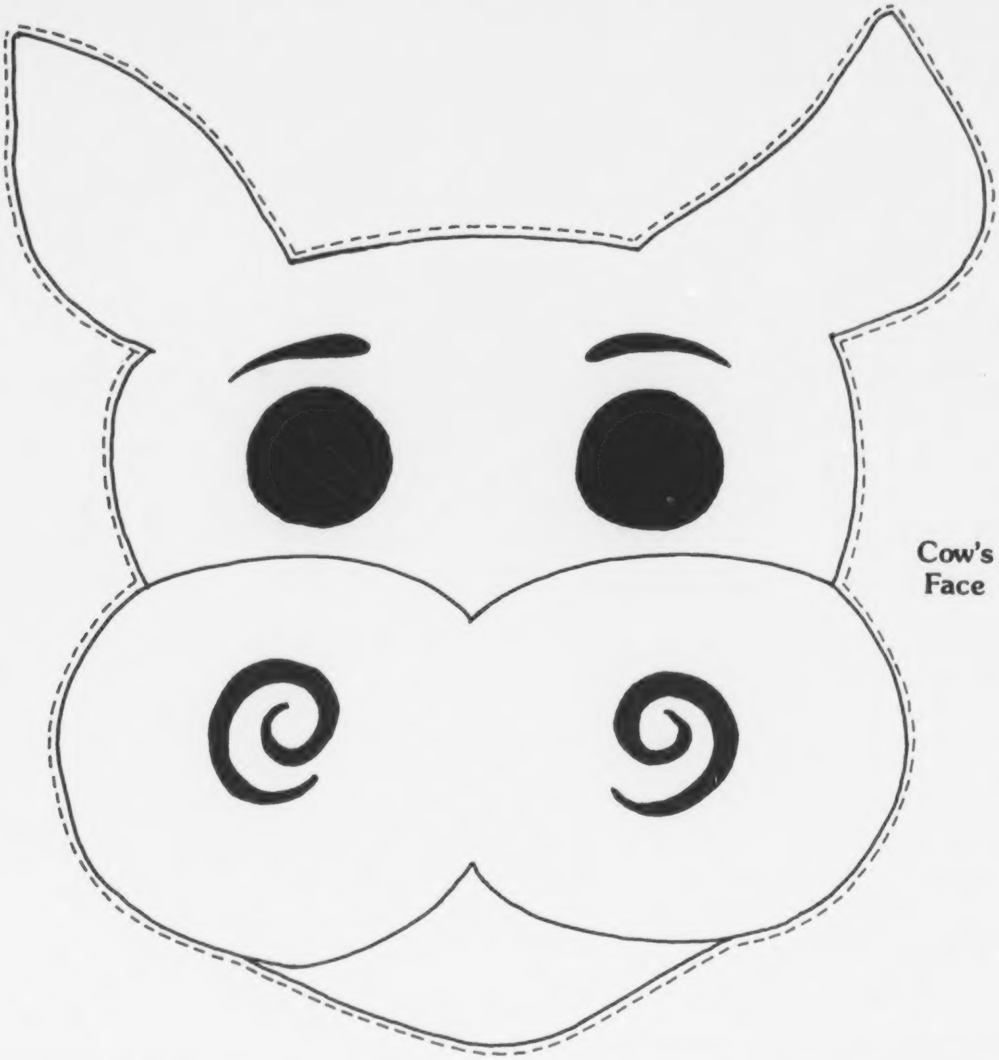
Milk Bag



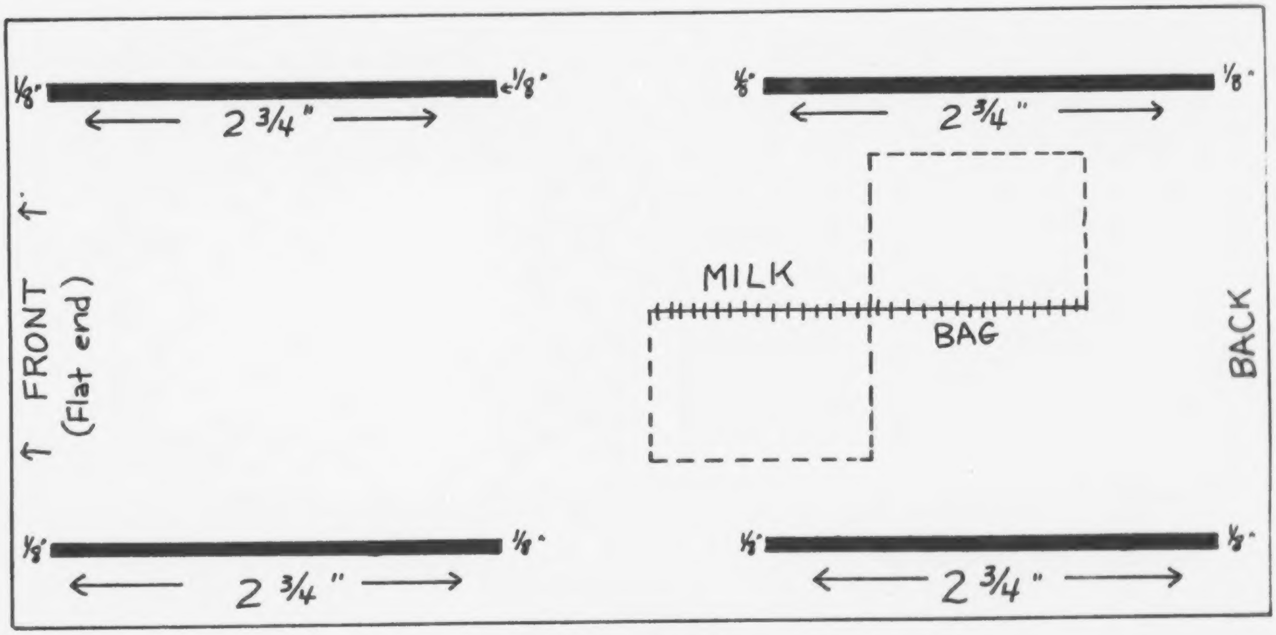
Tail

**Adult help needed

Creative Milk Carton Crafts, © 1989. Good Apple, Inc., Carthage, IL.



Cow's Face


1/8"
1/8"
2 3/4"
1/8"
1/8"
2 3/4"
FRONT
(Flat end)
MILK
BAG
BACK
1/8"
1/8"
2 3/4"
1/8"
1/8"
2 3/4"

Bottom Template

ALL AROUND THE BARNYARD

Sung to: "Pop Goes the Weasel"

C G C
All around the barn yard

C G C
The doggy chased the chicken,

C G C
The doggy thought it was all in fun,

F G C C
Ouch, the chicken bit (pecked) him.

Saundra Winnett
Fort Worth, TX

FARM SOUNDS

Sung to: "The Wheels on the Bus"

C G7
The cow in the barn goes moo, moo, moo.

G7 C
Moo, moo, moo. Moo, moo, moo.

C G7
The cow in the barn goes moo, moo, moo.

G7 C
All around the farm.

C G7
The pig in the pen goes oink, oink, oink . . .

C G7
The hens in the coop go cluck, cluck, cluck . . .

C G7
The rooster on the fence goes cock-a-doodle doo . . .

C G7
The ducks on the pond go quack, quack, quack . . .

C G7
The lambs on the hill go baa, baa, baa . . .

C G7
The bunnies in the hutch go (silently wiggle nose with finger)

John Saltsman
Wenatchee, WA

Marion Hopping, illus
More Piggyback Songs
Warren Publishing House, Inc.

THEME: ZOO TO DO

AGE RANGE: Toddlers

BOOKS:

Rogers, Alan. Blue Tortise. Milwaukee, Gareth Stevens, 1990.

Rogers, Alan. Red Rhino. Milwaukee, Gareth Stevens, 1990.

Rogers, Alan. Yellow Hippo. Milwaukee, Gareth Stevens, 1990.

Rogers, Alan. Green Bear. Milwaukee, Gareth Stevens, 1990.

Dr. Seuss. If I Ran the Zoo. New York: Random, 1950.

FINGERPLAYS:

"Favorite Things"

"Sing a Song of Animals"

COLOR SHEETS: Hippo

FILMS:

Lambert the Sheepish Lion

Morning Zoo

Zoo's Eye View

CRAFT: Paper Plate Elephant

FAVORITE THINGS

Hippo, hippo in the zoo,
What's your favorite thing to do?

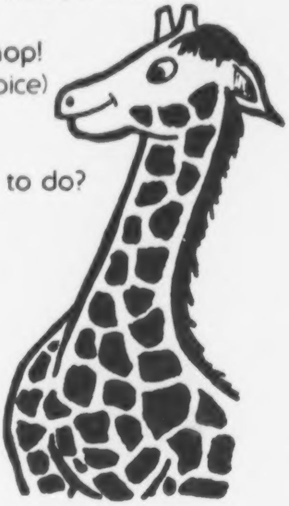
"Rolling in the mud,"
(Roll hands over each other quickly)
Squishy, squashy, squd, squd!
(Say words in a funny voice!)

Giraffe, giraffe in the zoo,
What's your favorite thing to do?

"Eating leaves from tree tops,"
(Stand on tiptoes, stretch neck, make chewing motions)
Munchie, munch, chop, chop!
(Say words in a funny voice)

Snake, snake in the zoo,
What's your favorite thing to do?

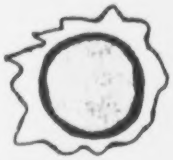
"Sleeping in the sun,"
(Pretend to be asleep)
Snore, snore, ---
(Make snoring noises)
A snake! EEK!
(Shout words)
Run! Run!
(Run in place)



SING A SONG OF ANIMALS

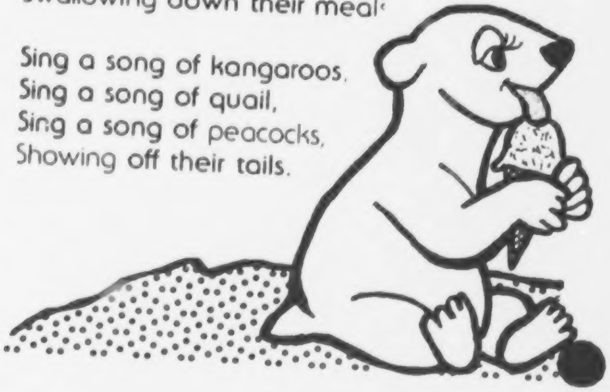
Sing this activity to the nursery rhyme tune, Sing A Song of Sixpence. **While singing the last two lines of EACH verse, have children pretend to be the animal named and do as the words suggest.**

Sing a song of elephants,
Sing a song of yaks,
Sing a song of polar bears,
Swimming on their backs.



Sing a song of walruses,
Sing a song of seals,
Sing a song of crocodiles,
Swallowing down their meal

Sing a song of kangaroos,
Sing a song of quail,
Sing a song of peacocks,
Showing off their tails.



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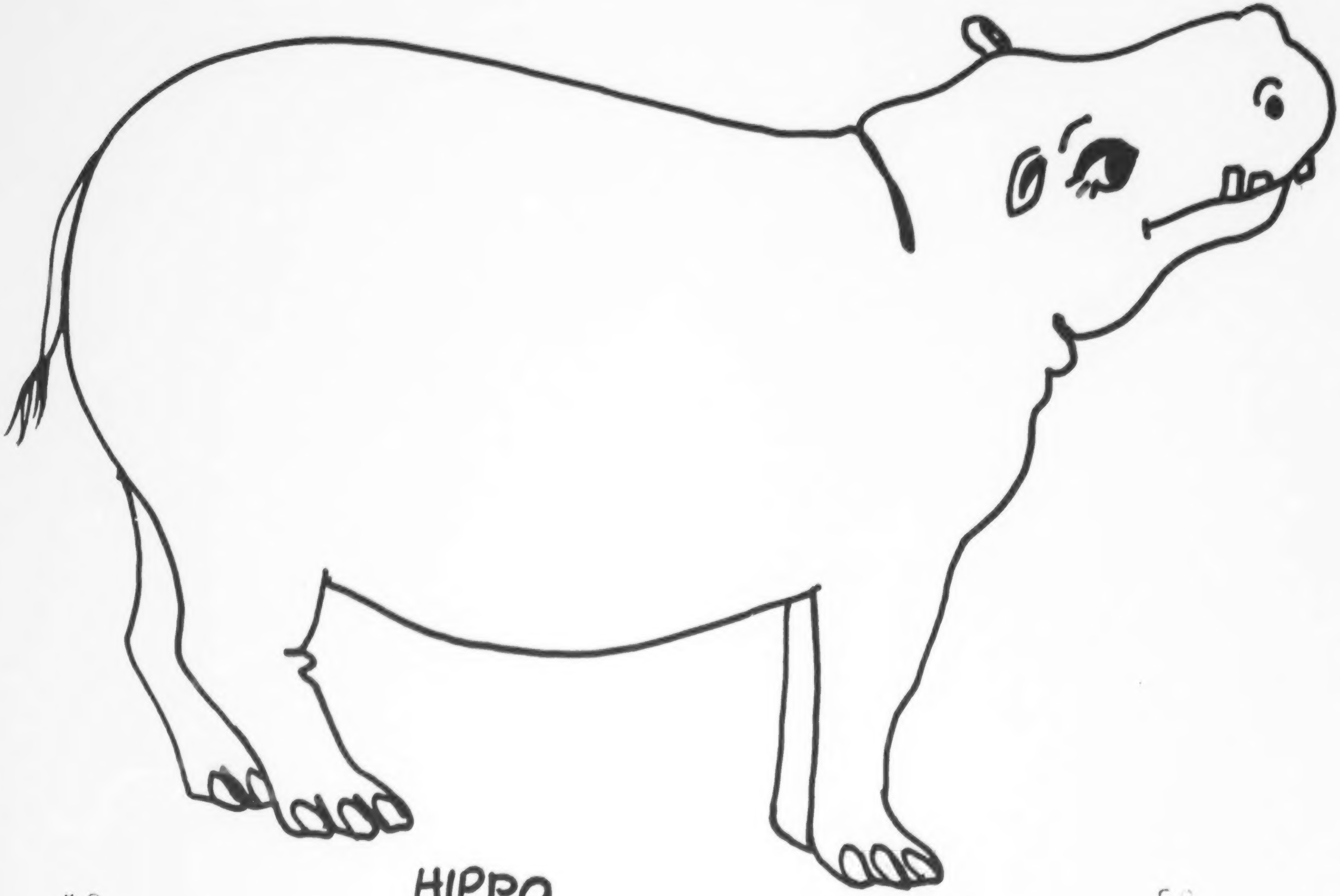

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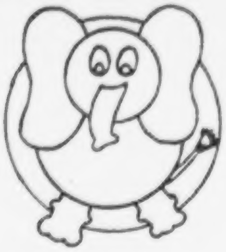
paper plate

ELEPHANT

ELEPHANT



Materials:

One 9″ white paper plate
One 6″ white paper plate
gray paper
black paper
tape
pencil
scissors
glue

1. Glue the ears under the sides of the 6″ plate.
2. Glue the gray eyes on the 6″ plate.
3. Glue the black eyeballs on the eyes.
4. Glue the trunk on the face.
5. Roll tape into 6 loops and tape the 6″ plate about halfway down on the 9″ plate.
6. Glue the legs under the 9″ plate.

Either white or colored paper plates may be used for your animal creations. If 6-inch paper plates are hard to find, cut 1½″ off the edge of a 9-inch paper plate.

Use the backs of the paper plates for the fronts of the animals.

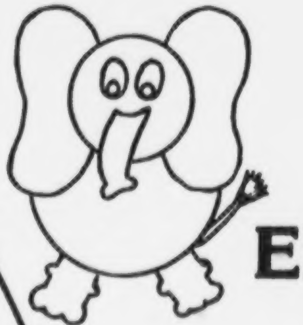
To display the animals:

Make the animals stand by rolling tape into loops and taping the animal to an inverted paper cup.

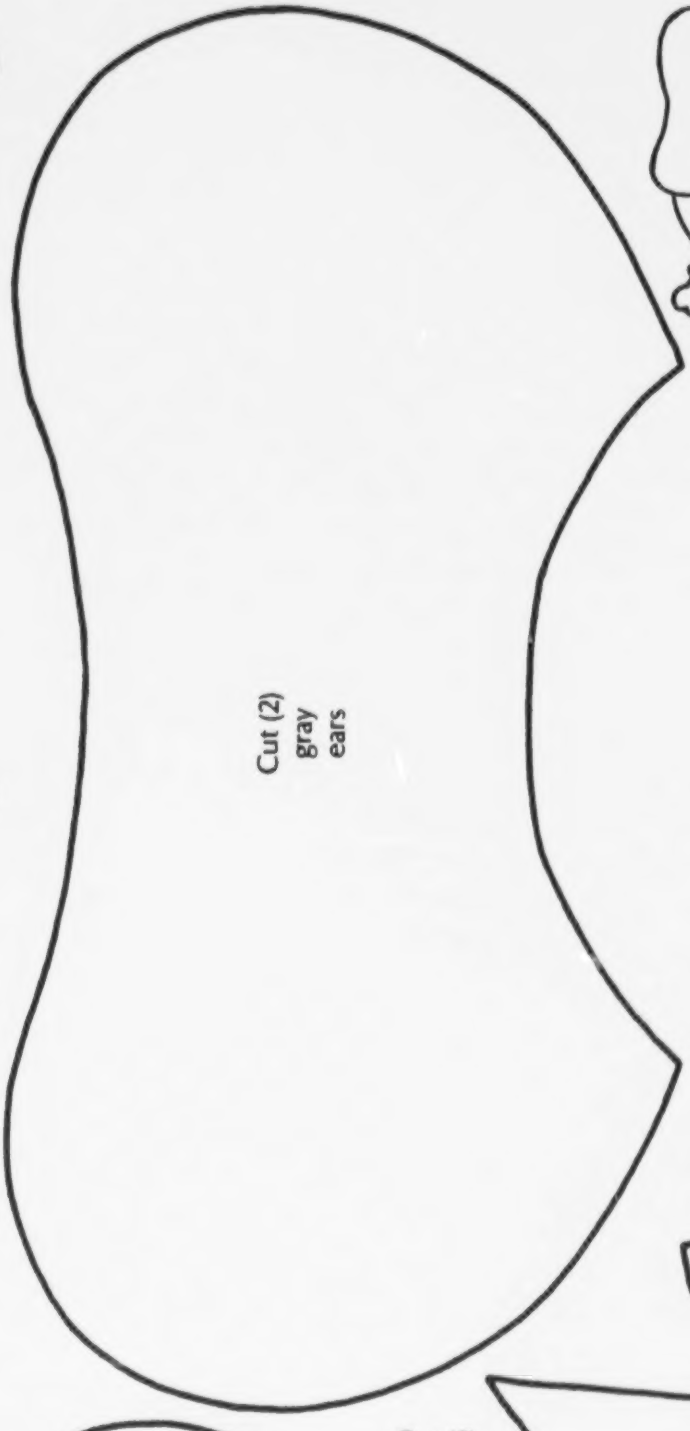
Punch a hole in the top of the animal and tie a loop of yarn big enough to hang from a door knob.

Staple, tape or thumb tack the animals to a bulletin board, door, or doorway.

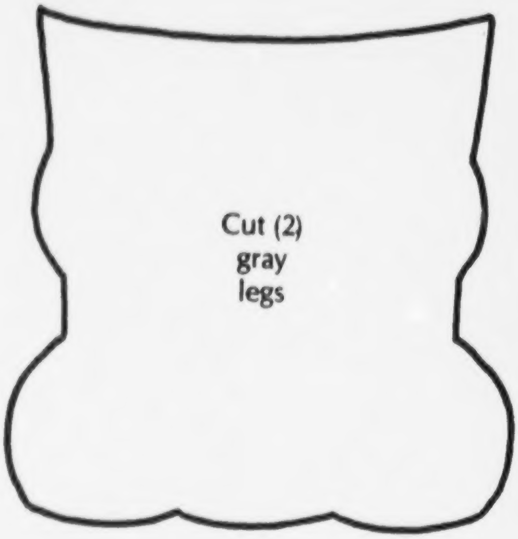
J18612 Paper Plate Animals. c. 1982 by Judy/Instructo, Minneapolis, MN.



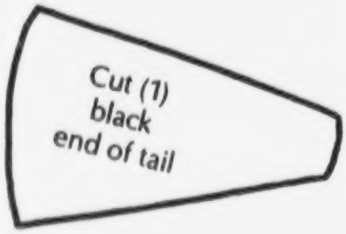
ELEPHANT



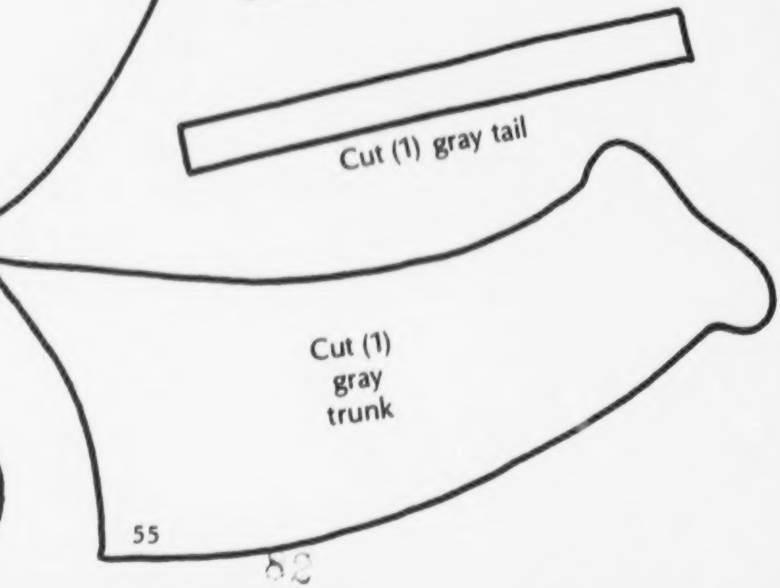
Cut (2) gray ears



Cut (2) gray legs

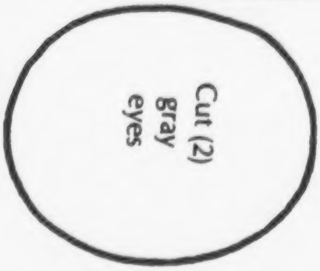


Cut (1) black end of tail

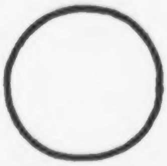


Cut (1) gray tail

Cut (1) gray trunk



Cut (2) gray eyes



Cut (2) black eyeballs

POM-PETS

BASIC PET

For the body, cut away part of the top and bottom of a 1 1/2" pompom as shown in Fig. 1. Cut a bottom circle from lightweight cardboard and glue it to the flattened bottom of the pompom. Glue another 1 1/2" pompom to the flattened top of the body to form the head (Fig. 2).

FROGGIE

Materials:
Pompoms: 2 green 1 1/2", 2 green 5/8";
4 green chenille bumps;
2 round 15 mm eyes;
Small piece red felt;
Craft glue;
Lightweight cardboard.

Instructions:

1. Make a Basic Pet with 1 1/2" green pompoms. For the eyes, flatten part of 2 green 5/8" pompoms. Glue the flattened parts to the top of the head (Fig. 3). Glue the 15 mm eyes in place as shown. Cut the mouth from red felt. Cut away a little of the pompom at the place where the mouth will be glued and glue the mouth in place.
2. For each leg, bend a 2-bump piece of green chenille to fit the shaping guide. Cut off the end of one bump to fit. Make 2 legs. Cut notches in the pompom on each lower side of the body at the place where the legs will be glued. Glue the legs in the cut-away areas.

TINY TIGER

Materials:
Pompoms: 2 orange 1 1/2", 4 orange 1/2";
1 orange chenille stem;
2 round 10 mm eyes;
Black felt (or paper);
Craft glue;
Lightweight cardboard;
Black permanent felt marker.

Instructions:

1. Make a Basic pet with orange pompoms. For the ears, cut away part of 2 orange 1/2" pompoms to flatten them. Glue the flattened parts of the ears to the top of the head. Cut away a little of the pompom at the places where the eyes and nose will be glued. Cut the nose from felt or paper and glue it and the eyes in place (Fig. 4).
2. For the tail, cut a piece of orange chenille stem 3" long. Use a black marker to draw stripes around the tail. Shape the tail on the

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PRESCHOOL - KINDERGARTEN

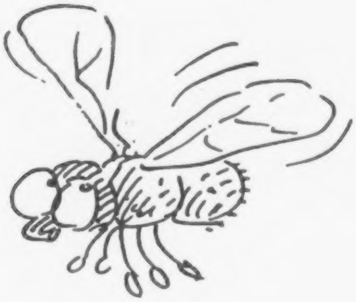
GIGGLE BOOK
FUN
FUN FUN
HOKES
JOKES

BEST COPY AVAILABLE

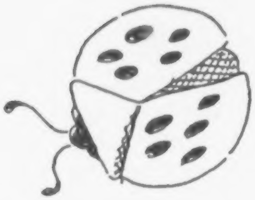
THEME:	GOING BUGGY
AGE RANGE:	Preschool - Kindergarten
BOOKS:	Carle, Eric. The Grouchy Lady Bug. Carle, Eric. The Very Busy Spider. Carle, Eric. The Very Hungry Caterpillar. Carter, David A. How Many Bugs in a Box. Poulet, Virginia. Blue Bug's Surprise. Poulet, Virginia. Blue Bug to The Rescue.
POEMS:	"Bugs" "Lady Bug" "Bumblebee"
FINGERPLAYS:	"Five Little Bees" "Bees" "Honeybee"
NURSERY RHYMES:	"Lady Bug" "Little Miss Muffet"
FLANNEL BOARD:	"Little Rabbit and the Tiny Bug with the Golden Wings"
CUT-AND-TELL STORIES:	"Little Bug, Little Bug"
FOLD-AND-TELL STORIES:	"Sonya the Spider Keeps Her Head"
SONG:	"Baby Bumblebee"
FILMS:	Anansi the Spider. LEM, 10 min., p., el., jh. The Ant and the Grasshopper. CIM, 11 min., p, el. A Firefly Named Torchy. BPS, 8 min., p., el. Ladybug, Ladybug - Winter Is Coming!. CIM, 10 min., p., el.
HANDOUTS:	Color Sheet - Little Miss Muffet Dot-to-Dot - Little Miss Muffet
CRAFTS:	Little Miss Muffet Mask and Spider Puppet Busy Bee Pipe Cleaner Bee Lady Bug Paperweight

BUGS

A bug flew in my ear
I couldn't hear too well.
A bug flew in my nose
And then I couldn't smell.
A bug flew in my mouth
And then I couldn't talk.
A bug flew in my shoe
And then I couldn't walk.
A bug flew in my eye
And then I couldn't see.
My parents called the doctor
Oh, what was wrong with me?
The wise old doctor said,
"You don't need pills or drugs.
You're simply suffering from
A curious case of bugs!
Your head is very hot
But quick, before it's hotter,
I'll reach into my bag
And grab my big bug swatter!"
He swatted every bug
In my nose and shoe and eye
And now I'm good as new . . .
Except sometimes I get weird
Whenever bugs fly by.



From The Butterfly Jar, by Jeff Moss,
Copyright 1989, Bantam Books, New York, N.Y.



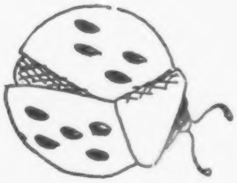
LADY BUGS

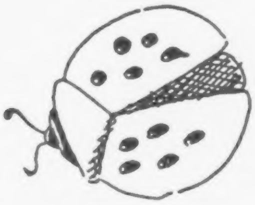
I saw a little lady bug flying in the air,
But when I tried to catch her, two bugs were
there.

Two little lady bugs flew up in a tree.
I tiptoed very quietly, and then I saw three.
Three little lady bugs—I looked for one more.
I saw one sitting on the ground: that made four.

Four little lady bugs—another one arrived.
I saw her sitting on a flower, and that made five.

Five little lady bugs, all red and black—
I clapped my hands and shouted, and they all
flew back!





From Mitt Magic:
Fingerplays for Finger Puppets,
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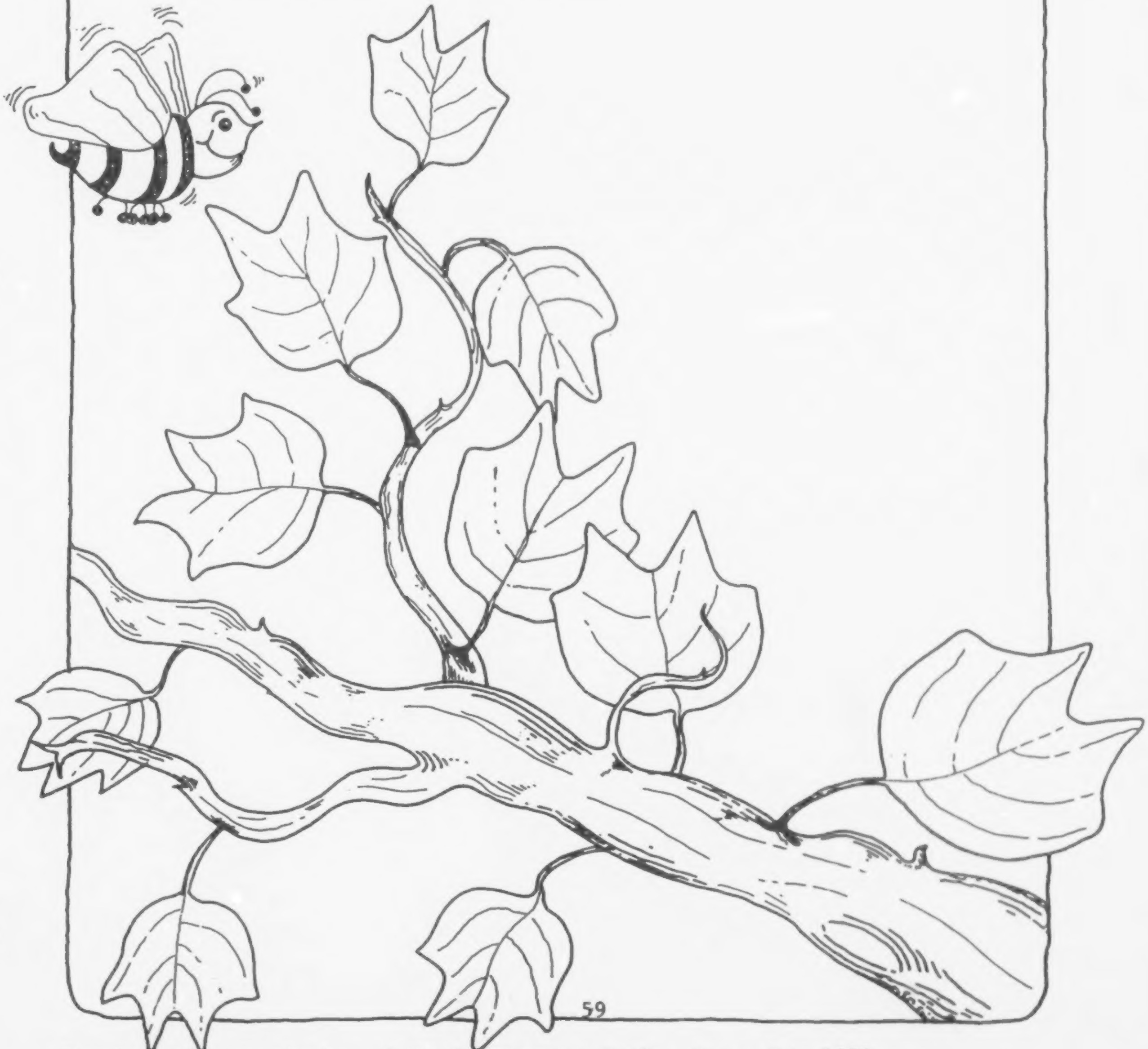
The Bumblebee

The bumblebee, the bumblebee,
He flew to the top of the tulip tree;
He flew to the top, but he could not stop,
For he had to get home to early tea.

The bumblebee, the bumblebee,
He flew away from the tulip tree;
But he made a mistake and flew into the lake,
And he never got home to early tea.



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FIVE LITTLE BEES

One little bee flew and flew.
He met a friend, and that made two.

Two little bees, busy as could be—
Along came another and that made three.

Three little bees wanted one more,
Found one soon and that made four.

Four little bees, going to the hive,
Spied their little brother, and that made five.

Five little bees working every hour—
Buzz away, bees, and find another flower.

From Mitt Magic: Fingerplays for Finger Puppets,
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BEES

Here is the beehive,
But where are all the bees?

Hidden away
Where nobody sees.

Soon they'll come
Creeping out of the hive.

ONE
TWO
THREE
FOUR
FIVE

(Have your hand closed at the beginning of the rhyme - open the fingers one by one as you count to five.)

HONEYBEE

Brown and yellow honeybee (Hold up index finger)
Settle on a bloom. (Set index on tip of opposite hand's middle finger)
Sip a little nectar, (Make sipping noises, tap middle finger several times)
Smell the sweet perfume. (Inhale loudly and deeply)
Brown and yellow honeybee (Index finger still on middle finger)
Fly from flower to flower. (Tap other fingertips with index)
Then fly away, for you don't like (Index flies behind back)
The rain of a summer shower. (Drum fingers on table)

From Finger Frolics, Revised, by Liz Cromwell, Dixie Hibner, and John R. Faitel,
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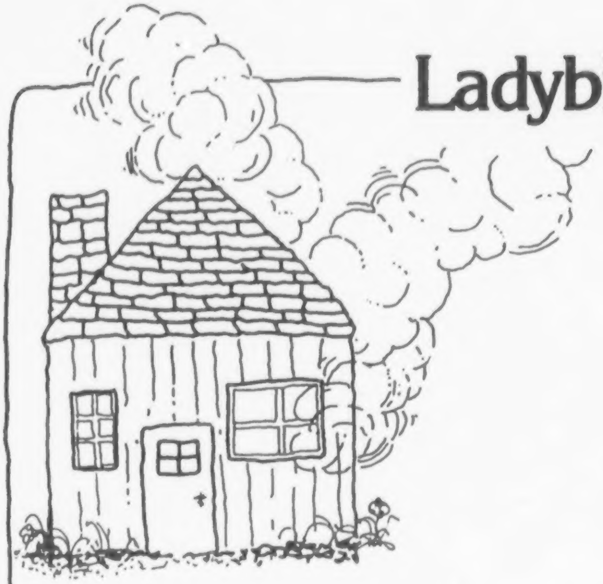
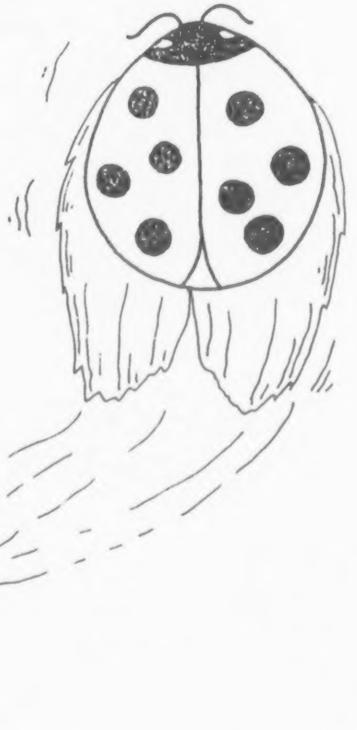
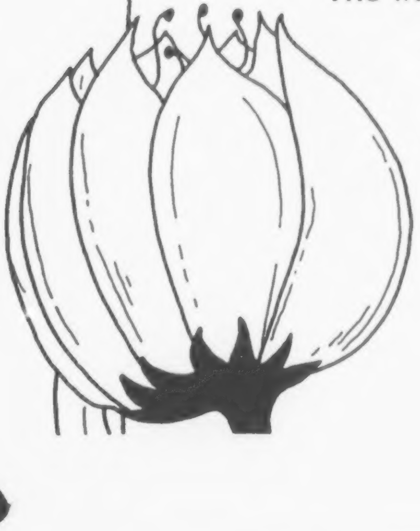
Ladybird



Ladybird, ladybird,
Fly away home,
Your house is on fire
Your children all gone;
All but one,
And her name is Ann,
And she has crept under
The warming pan.





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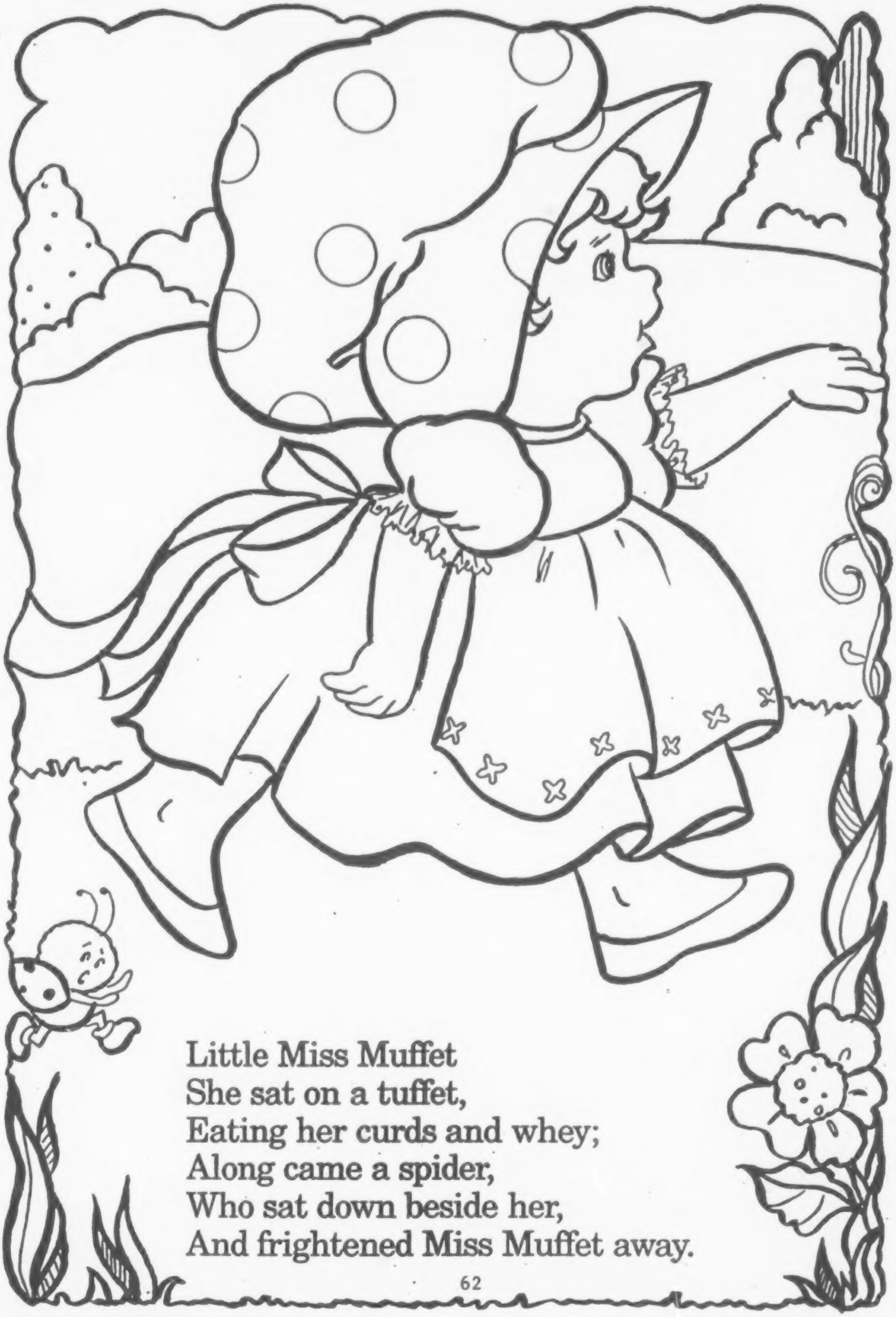


Little Miss Muffet
She sat on a tuffet,
Eating her curds and whey;
Along came a spider,
Who sat down beside her,
And frightened Miss Muffet away.

From Mother Goose, Copyright c 1987, Western Publishing Co., Inc., Racine, Wisconsin. Permission granted.

Little Rabbit and Tiny Bug With the Golden Wings

A Romanian Folktale Adapted By
Jean Warren

As the days grew warmer, Little Rabbit ventured out to greet the spring. "Every day I am growing," he thought. "I am getting bigger, stronger, quicker and braver. Why, I bet I'm the bravest animal in the whole forest!"

Just then Little Rabbit looked down and saw a tiny bug with golden wings. "Hello, Little Rabbit," she said. "Will you play with me?"

Little Rabbit thought, "I really am too important, too strong and too brave to play with such a tiny bug. But it might be fun. Perhaps I could play with her for just a few minutes."

So Little Rabbit and Tiny Bug With the Golden Wings began to play. First they played tag, then hide-and-go-seek and then follow-the-leader. Little Rabbit was having a wonderful time running, hopping and singing, while Tiny Bug With the Golden Wings was buzzing a merry tune.

Most of the forest animals enjoyed their music, except for Big Bear. Little Rabbit's singing had awakened him from his long winter's nap, and that made Big Bear mad.

"You woke me up, Little Rabbit," he growled. "Now I am very hungry, so I'm going to have you for my breakfast!" Then he reached out his long, furry arm and snatched up Little Rabbit by the back of the neck.

Little Rabbit didn't feel brave anymore as he peered helplessly into the angry face of Big Bear!

Tiny Bug With the Golden Wings knew that Little Rabbit was in trouble. "My friend needs me," she said. She flapped her tiny wings and headed straight for Big Bear.

Buzz, buzz, buzz! Buzz, buzz, buzz! Around and around Big Bear she flew until she landed smack in the middle of his nose!

Big Bear was furious. How dare such a tiny bug land on his nose? He swung out his paws to brush her away. But as he did so, Big Bear forgot about Little Rabbit and let him drop to the ground.

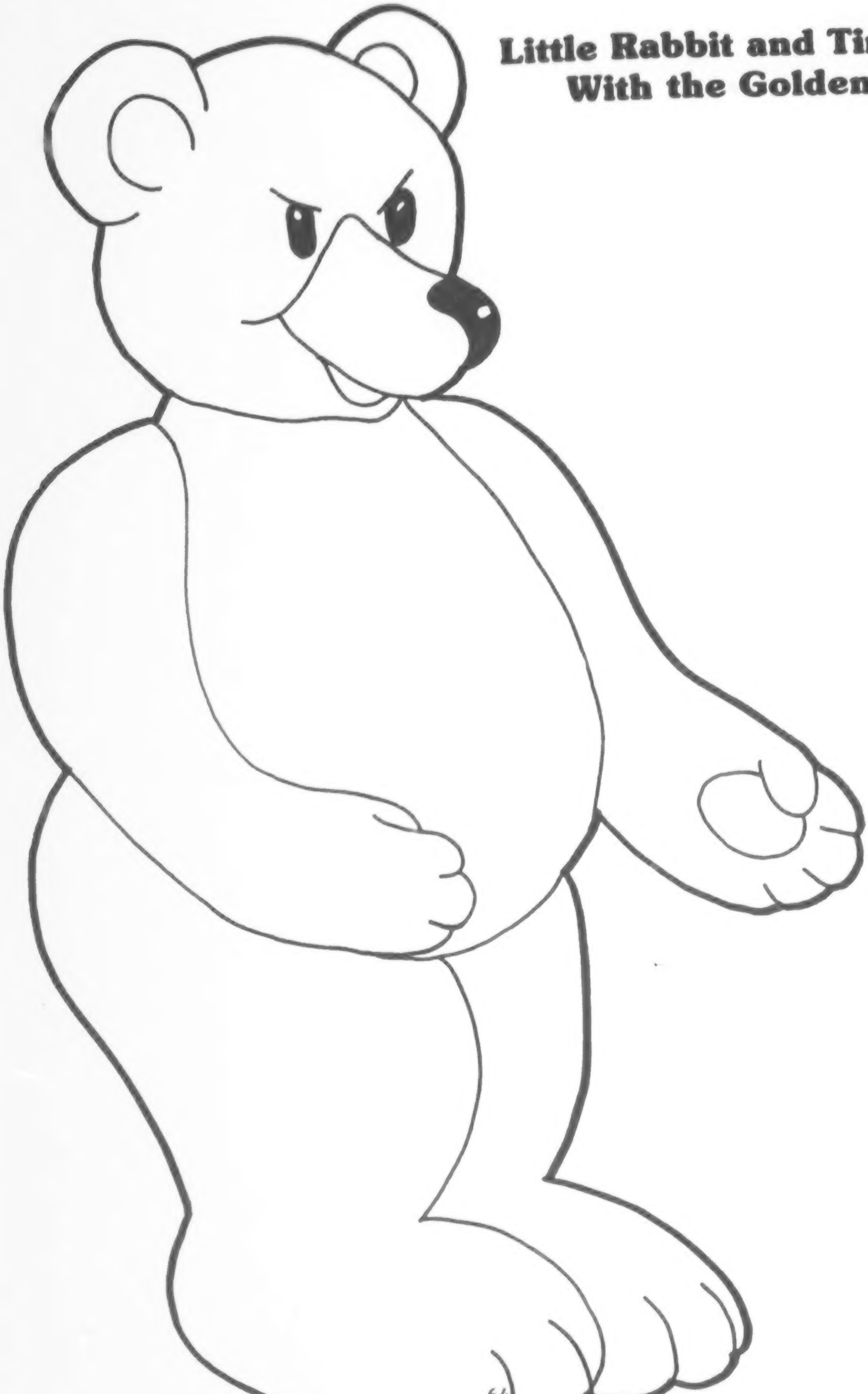
Little Rabbit landed on his feet and scampered away. But Tiny Bug With the Golden Wings kept buzzing around Big Bear until she saw that her friend was safe. Then off she flew to join him.

Together, Little Rabbit and Tiny Bug With the Golden Wings romped through the forest, each happy to have found a new friend.

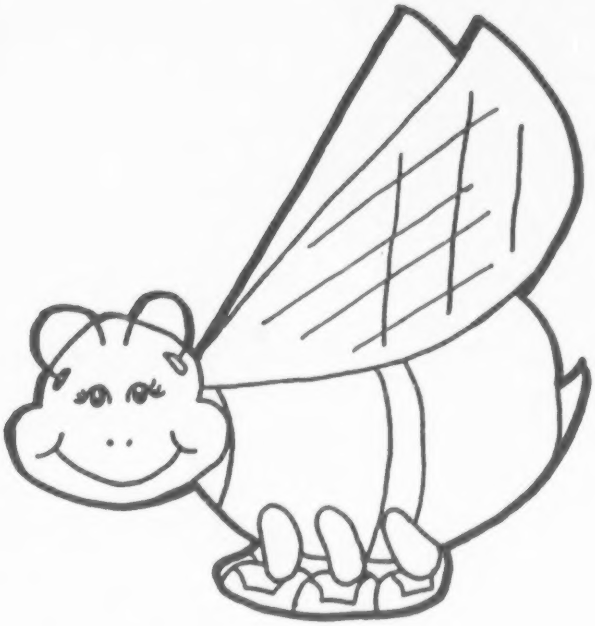
Little Rabbit was right. Every day he was growing. And on that fine spring day, he grew a little wiser.

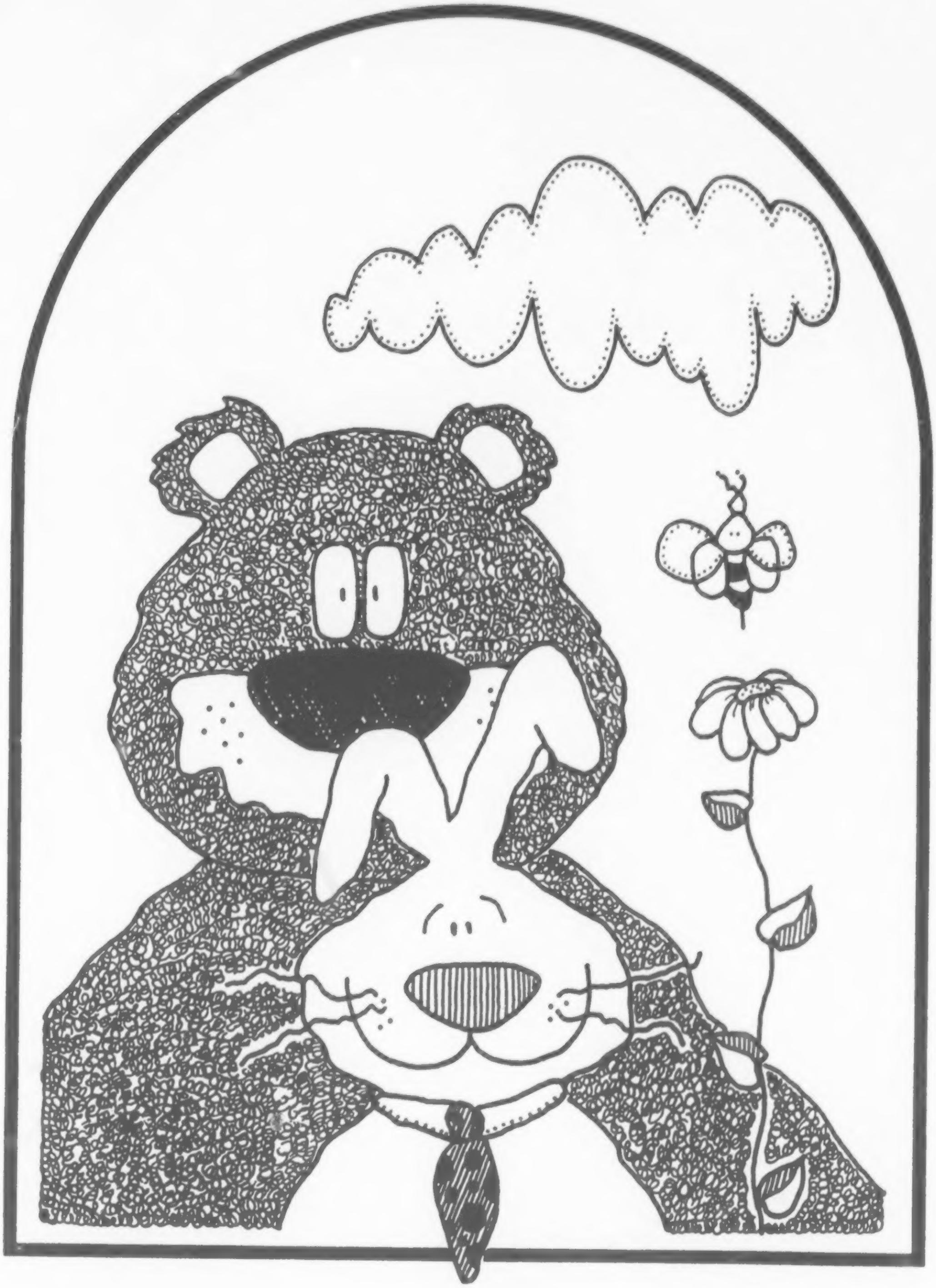
Jean Warren
Teeny-Tiny Folktales
Warren Publishing House, Inc.

Little Rabbit and Tiny Bug With the Golden Wings



Little Rabbit and Tiny Bug With the Golden Wings



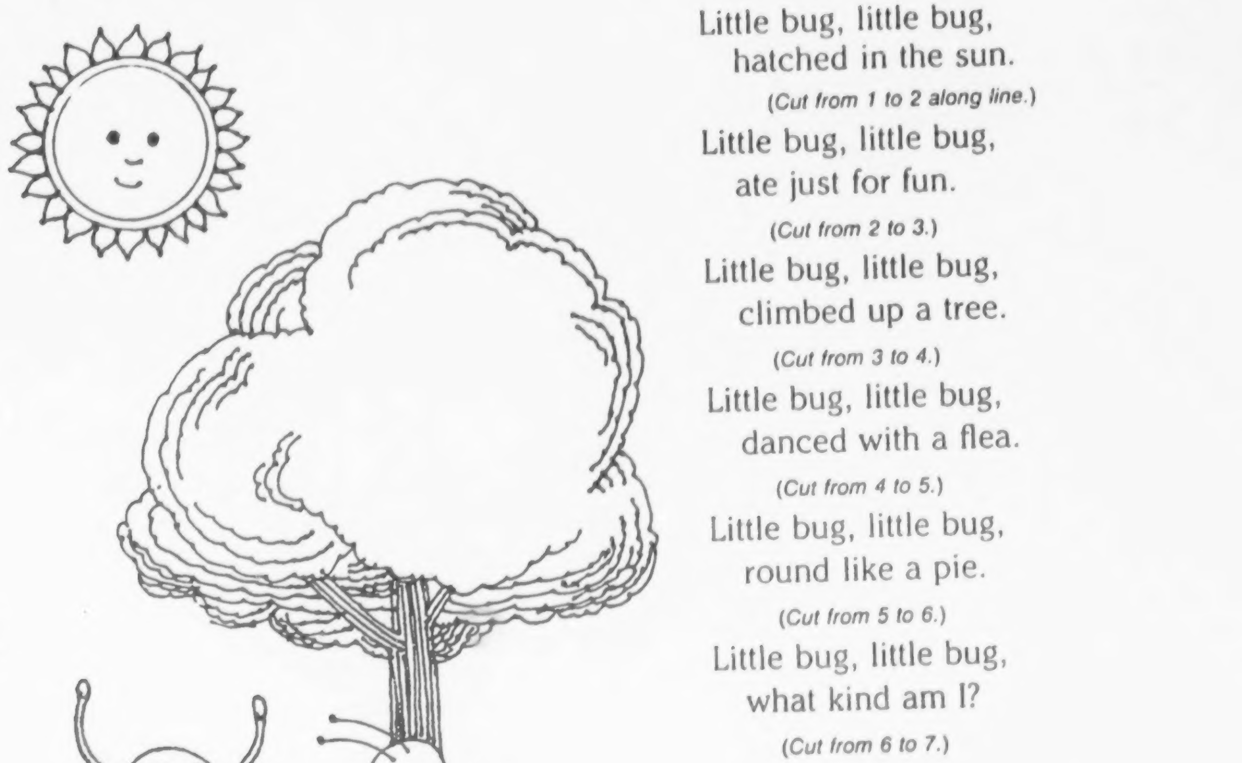


Jean Warren
Teeny-Tiny Folktales
Warren Publishing House, Inc.

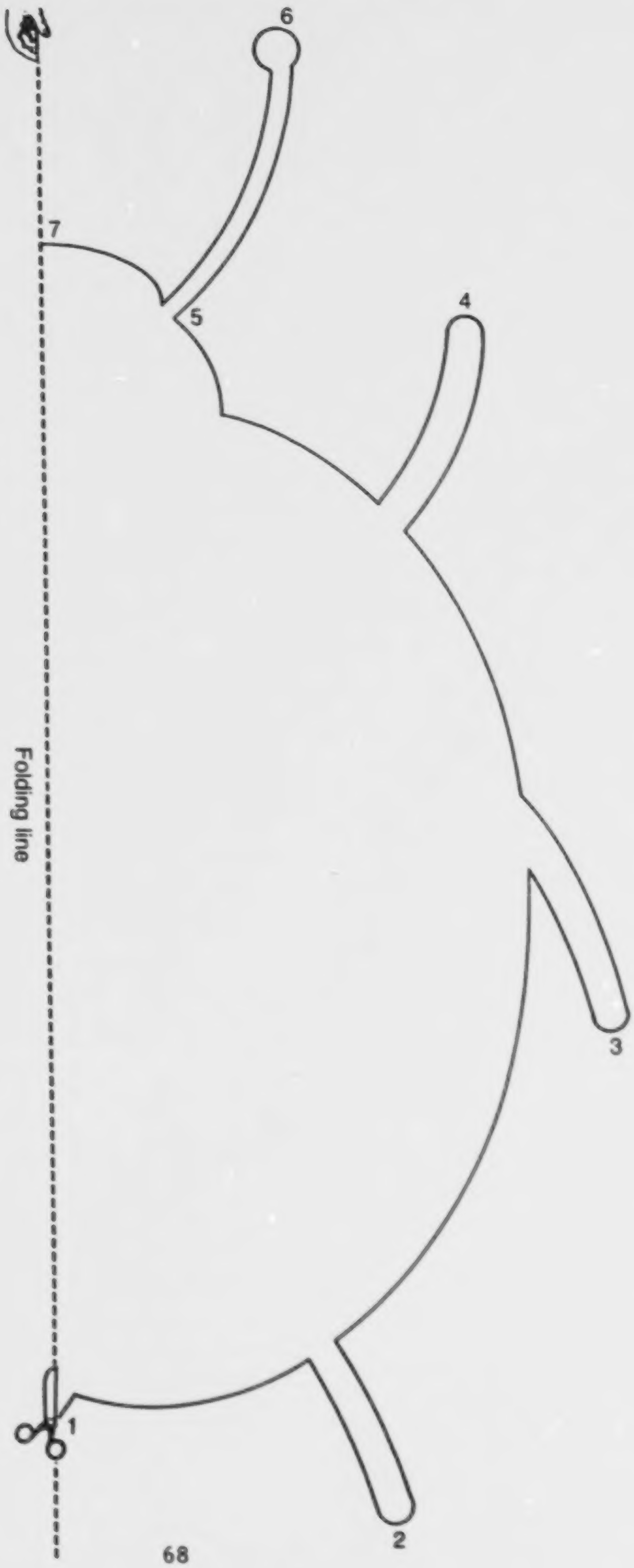
You will need scissors and one 8½" × 11" sheet of orange paper. Trace the folding and cutting lines from the pattern. Fold the paper along the folding line.

Little Bug, Little Bug

Little bug, little bug,
hatched in the sun.
(Cut from 1 to 2 along line.)
Little bug, little bug,
ate just for fun.
(Cut from 2 to 3.)
Little bug, little bug,
climbed up a tree.
(Cut from 3 to 4.)
Little bug, little bug,
danced with a flea.
(Cut from 4 to 5.)
Little bug, little bug,
round like a pie.
(Cut from 5 to 6.)
Little bug, little bug,
what kind am I?
(Cut from 6 to 7.)
A *(unfold)* ladybug!



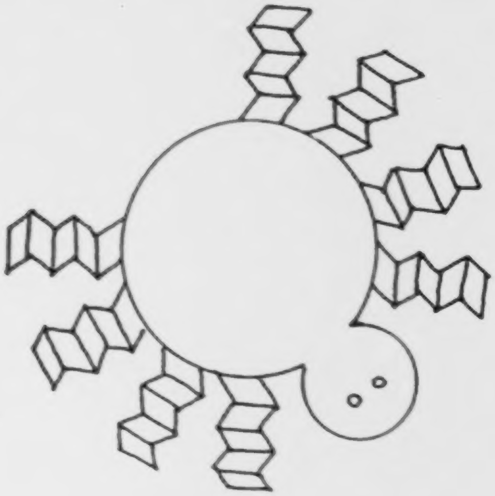
From: Paper Stories, Jean Stangl, 1984 © Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321.


6
7
5
4
Folding line
3
1
2

Little Bug, Little Bug

Materials:
- ☐ pattern of Sonya the Spider on page 37 (Duplicate on brown construction paper.)
- ☐ scissors
- ☐ black crayon

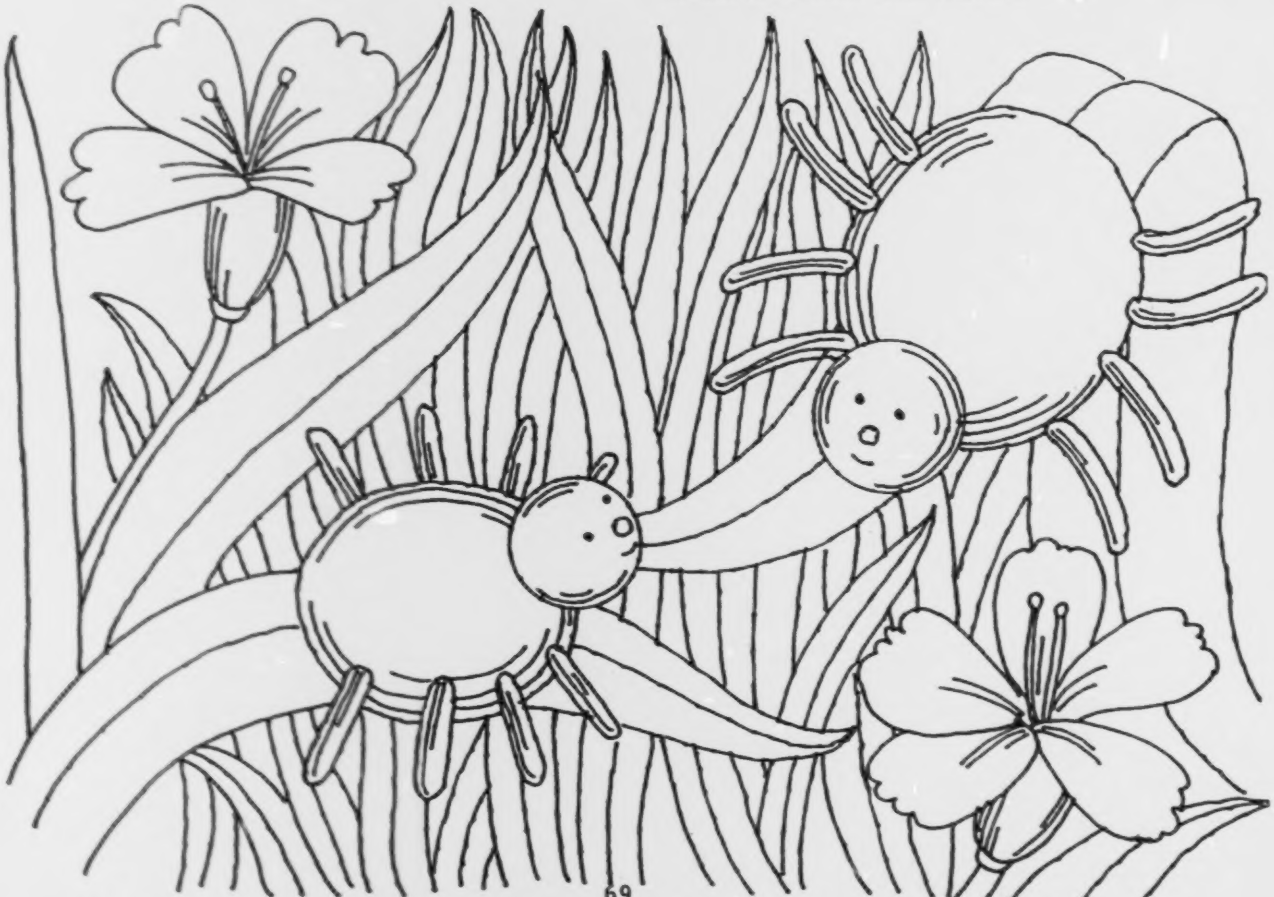
Sonya the Spider Keeps Her Head



Story:

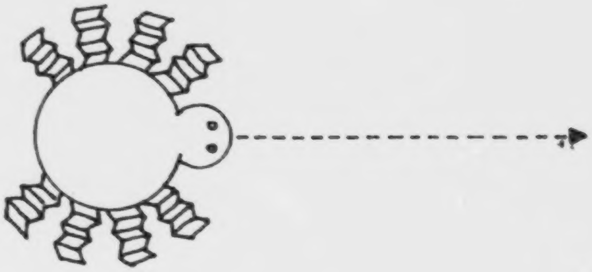
(Prepare Sonya ahead of time, with her legs pleated and the spiral circle tucked under her, out of the audience's view; use black crayon to make her eyes.)

Sonya was a little spider who had just hatched out of an egg. She had two shiny eyes and eight long legs. The first thing Sonya did when she hatched was look all around. She saw that the world was a very big place. It was also a very interesting place. So she asked her mother, "May I take a walk and see the world?"



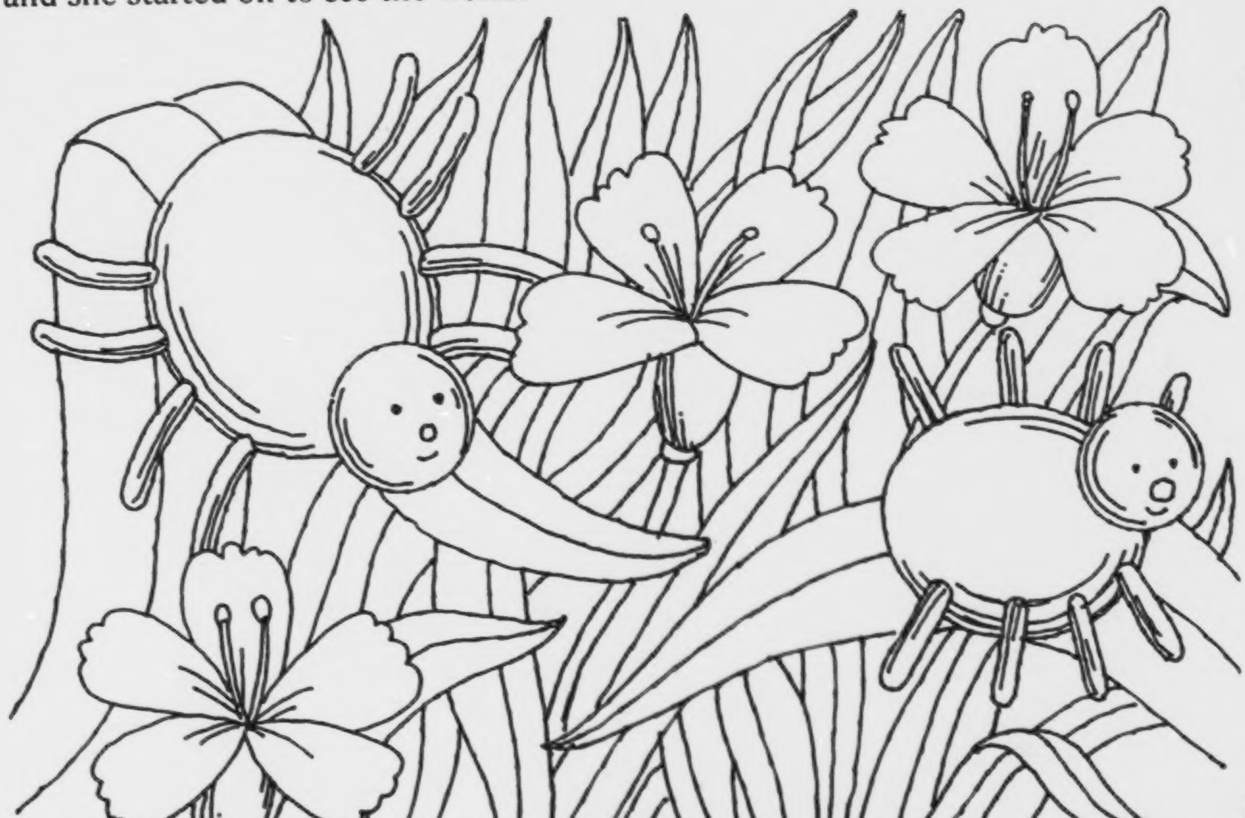
From: Fold-and-Cut Stories and Fingerplays, Marj Hart, 1987 © Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321.

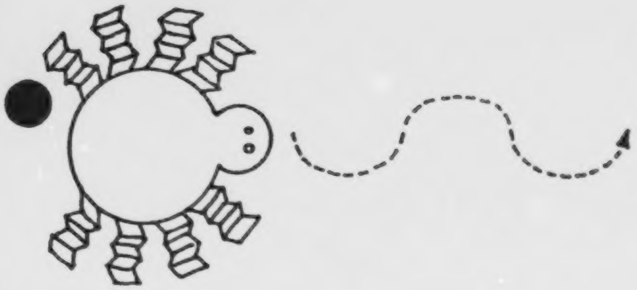
Sonya's mother was proud that her daughter was so brave, because spiders have to be brave to get along in the world. So she answered, "That's a good idea, Sonya." Then she added, "But there's something every little spider needs to know before she goes off by herself to explore the world. You have to remember to *keep your head,* no matter what happens." And she said a rhyme to help Sonya remember:



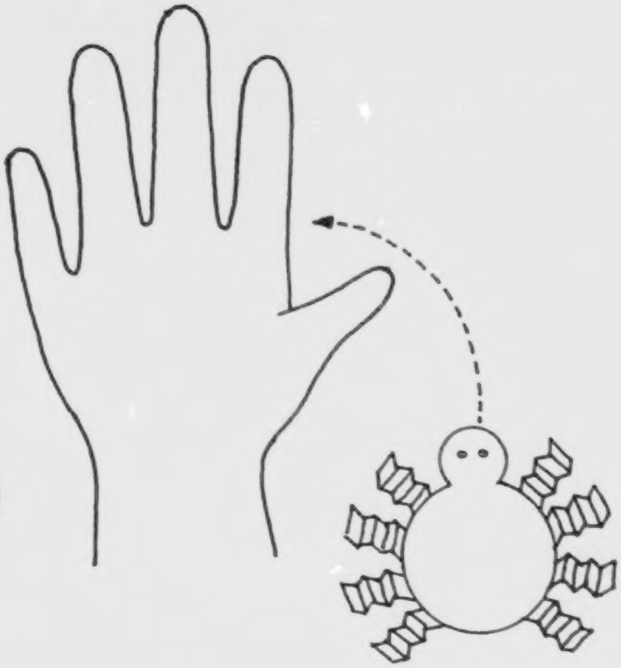
When you are in trouble
And you don't know what to do,
Just keep your head and look
  around,
And help will come to you.

Sonya said, "I'll remember, Mama!" and she started off to see the world.





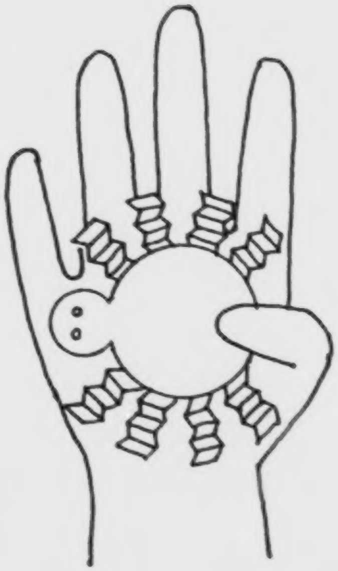
Sonya started off walking through the tall grass, which grew high above her head. She tried jumping up to see over it, but she wasn't very good at jumping.
(Sonya jumps.)



All she could see was the grass around her and, now and then, a little piece of blue sky over her head. She was sure that there was more to the world than that.

And then she came to the foot of a very tall tree.
(Hold up your arm and spread your fingers to represent a tree.)

"I could probably see a lot more of the world if I climbed up there," Sonya said to herself. So she climbed up and up, higher and higher, until she was far up in the branches of the tree.
(Hold Sonya in the tree branches.)



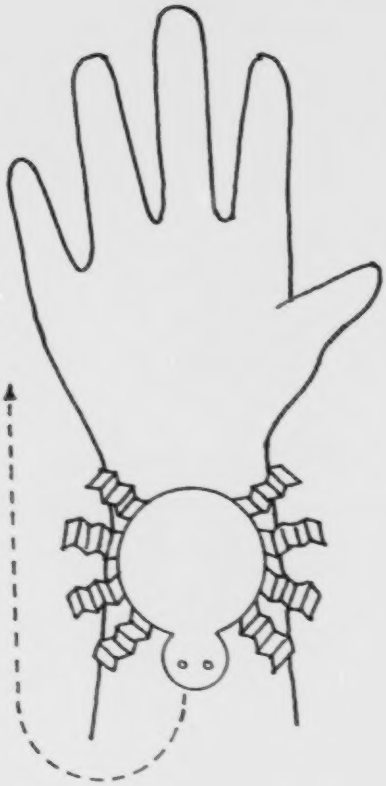
Sonya felt very grown up and brave, until she happened to look down from the tree.
(Have Sonya look down.)

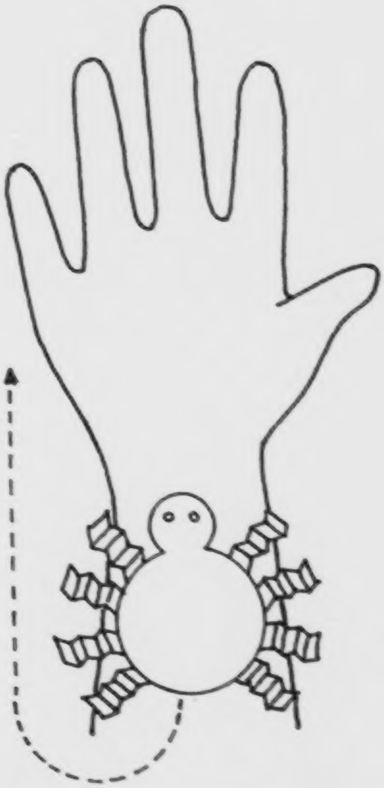
Then she saw how high up she was, and how far away the ground was! Sonya started shivering and shaking with fear.
(Sonya shivers.)

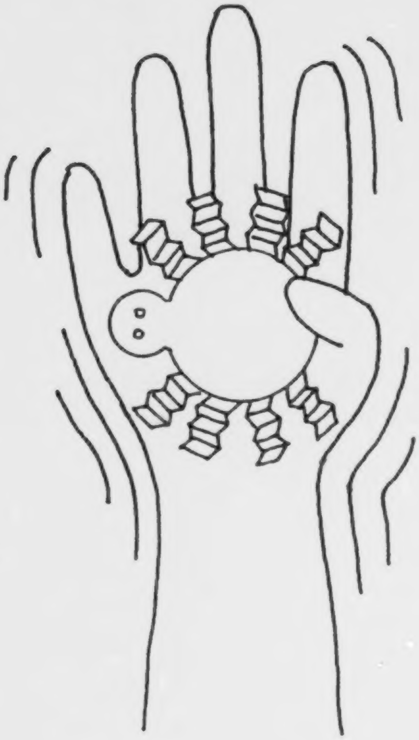
She clutched the branches tight with all eight legs and felt a few tears run down her cheeks. She was so frightened! Now she didn't feel very grown up.

She summoned up all her courage and tried to climb down the tree. First she tried going down headfirst, but that was too scary, so she backed up into the branches again.
(Sonya starts down headfirst, then backs up.)

Then she tried backing down the tree trunk; but that was scary, too, so she scooted up into the branches again.
(Sonya starts backing down, then goes back up again.)







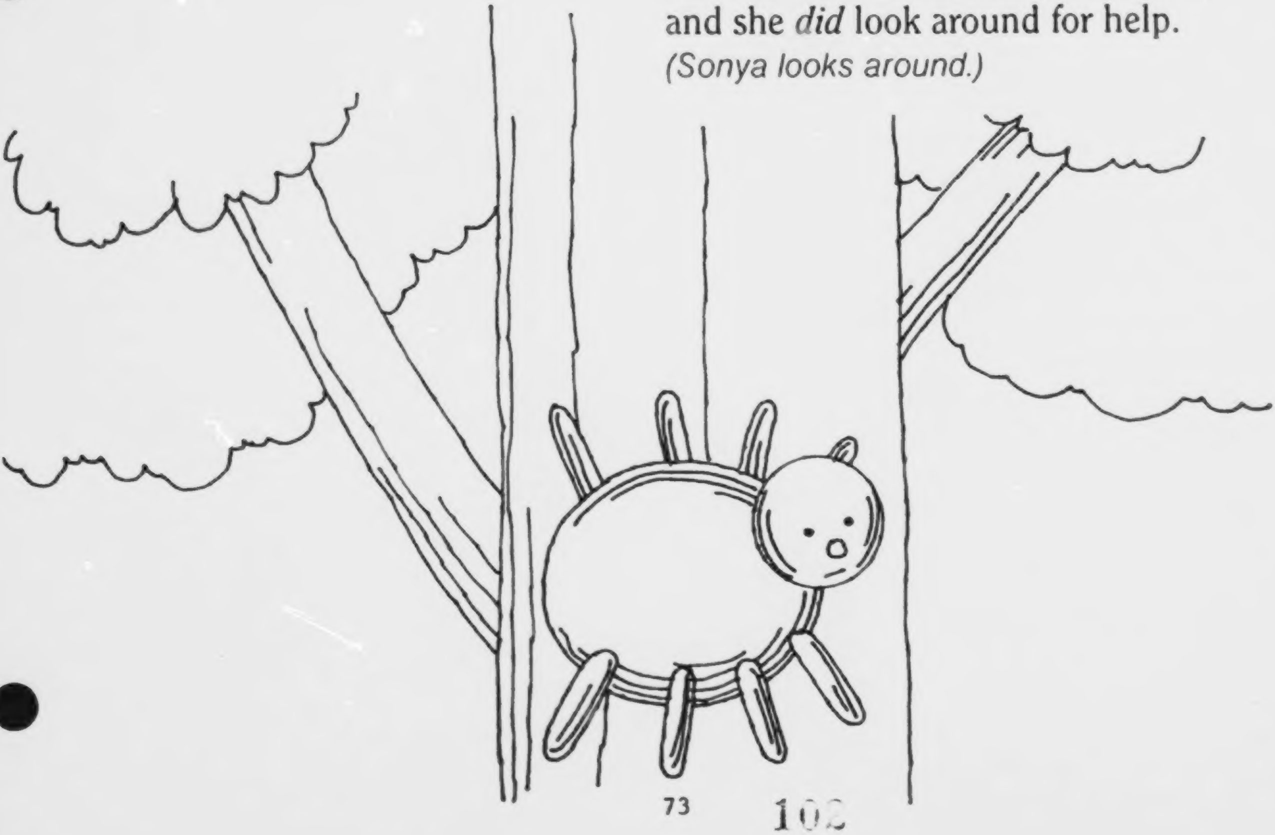
Now Sonya was frightened! It seemed that she was going to be trapped up in that tree for the rest of her life!

But then she remembered the rhyme her mother had taught her:

When you are in trouble
And you don't know what to do,
Just keep your head and look
  around,
And help will come to you.

Still hanging onto the tree branches, Sonya looked around her. She was scared! Now the wind was beginning to blow hard, and the tree swayed back and forth, back and forth. *(Tree sways back and forth. Hold one of Sonya's legs between your fingers.)*

No doubt about it, Sonya was in trouble! But she *did* keep her head, and she *did* look around for help. *(Sonya looks around.)*



And when she looked up she saw another spider sitting just above her in the tree. He was an old spider, and he didn't seem to be scared at all. He was just sitting there, enjoying the view and the back-and-forth motion of the tree.

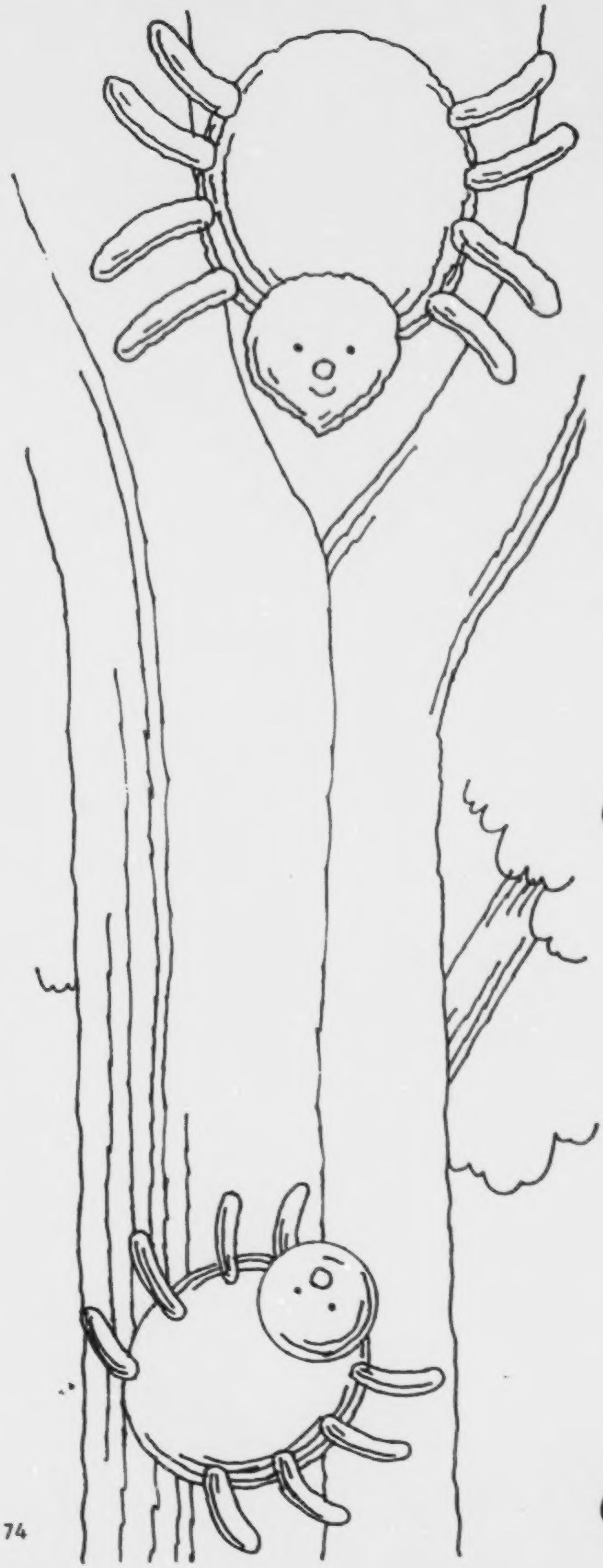
Sonya thought, "I guess that's where my help is supposed to come from." She cleared her throat (ahem). "Hello there, sir. Can you help me out?" The old spider looked down and smiled. "What can I do for you?" he asked.

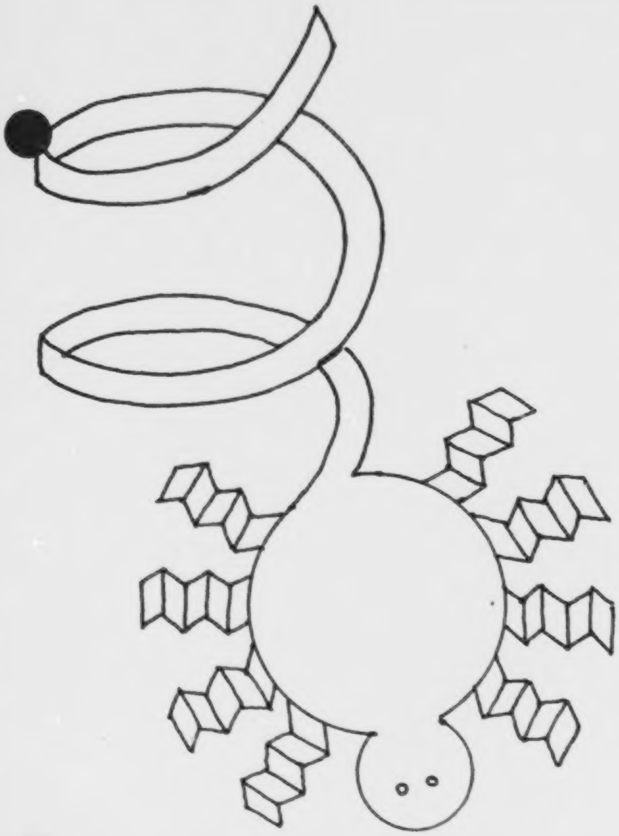
Sonya felt better already. She asked the old spider, "Can you help me get down from this tree, please? I climbed up too high and now I'm scared to climb down."

The old spider looked at Sonya and said, "But why don't you go down on your Magic Thread?"

"Do I have a Magic Thread?" asked Sonya.

"Of course," said the old spider. "Every spider in the world has a Magic Thread that can let him or her float gently through the air without falling. Just spin out your thread, little one, and it will let you safely down to the ground. Oh, yes—and don't forget to fasten it tightly to a branch."





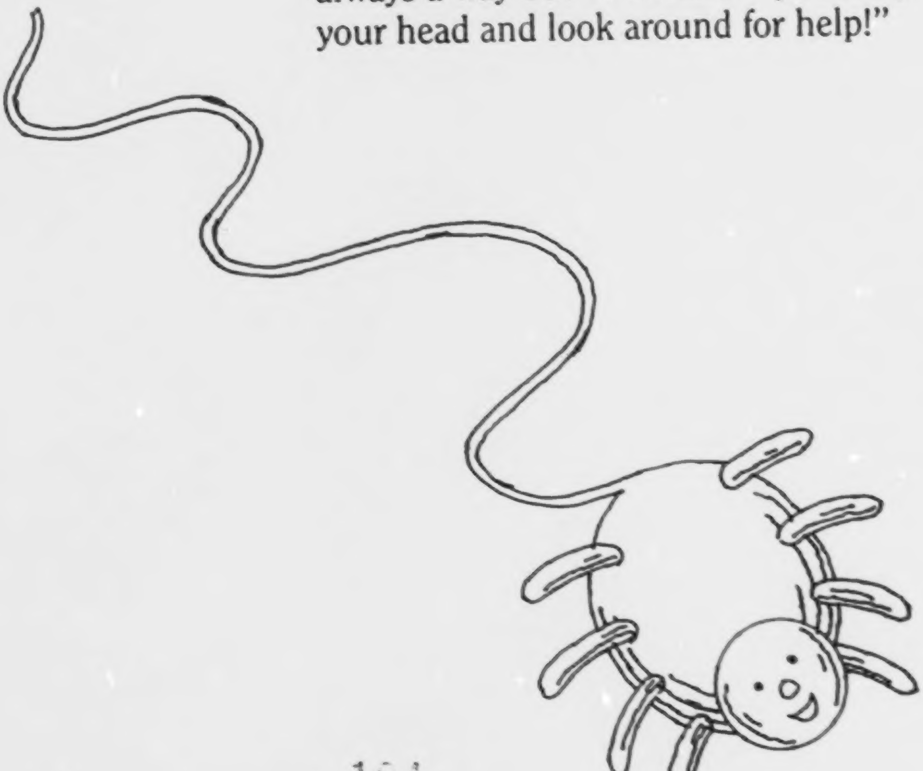
Well, Sonya had no idea that she had such a wonderful talent to help her. Somehow, mysteriously, Sonya knew just how to spin her thread. She began to spin a thin, beautiful, shining thread, a little at a time.

(Keeping Sonya high up, start cutting the rear circle in a continous spiral, as indicated on the pattern; Sonya will slowly descend.)

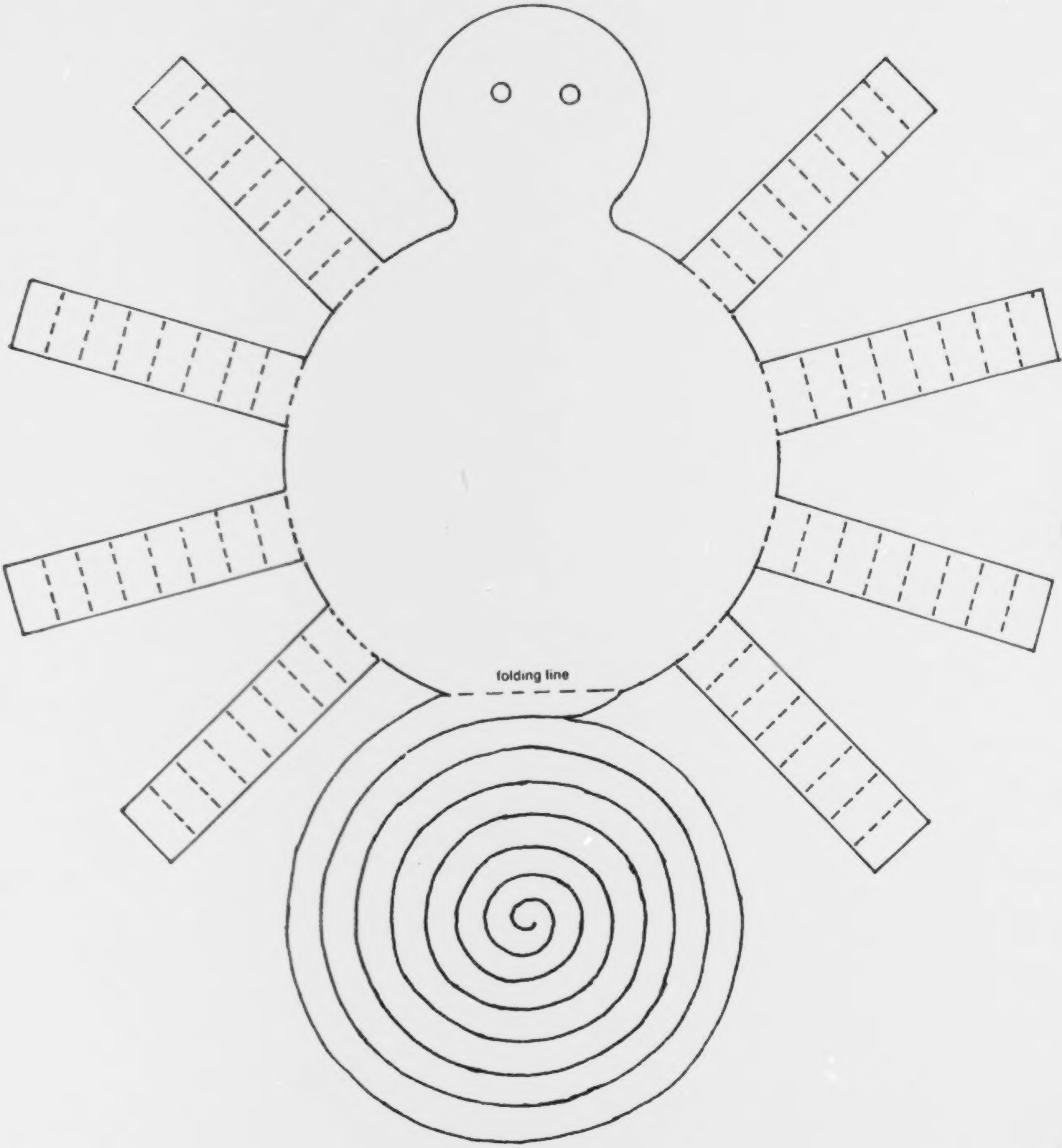
Down and down and down went Sonya, all the way down from the top of that tall tree to the ground. When she felt her feet touch the ground, she breathed a big sigh of relief!

(Sonya walks along at the end of her thread.)

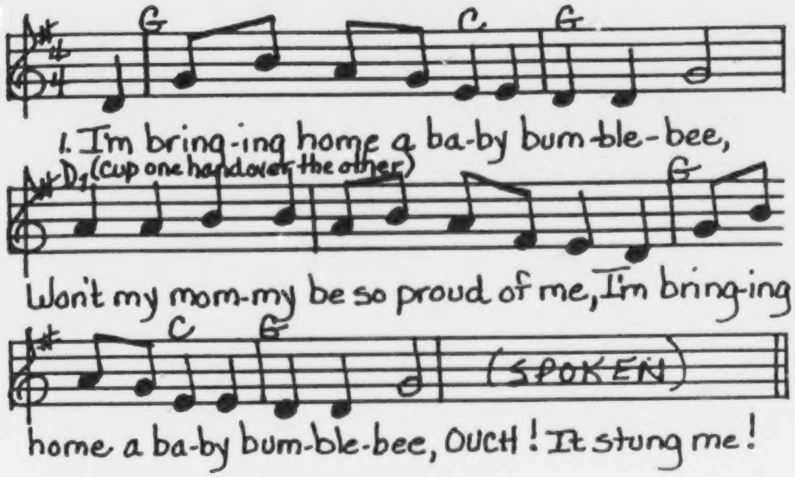
And she walked away happily, thinking, "Mama was right! There's always a way out of trouble if you keep your head and look around for help!"



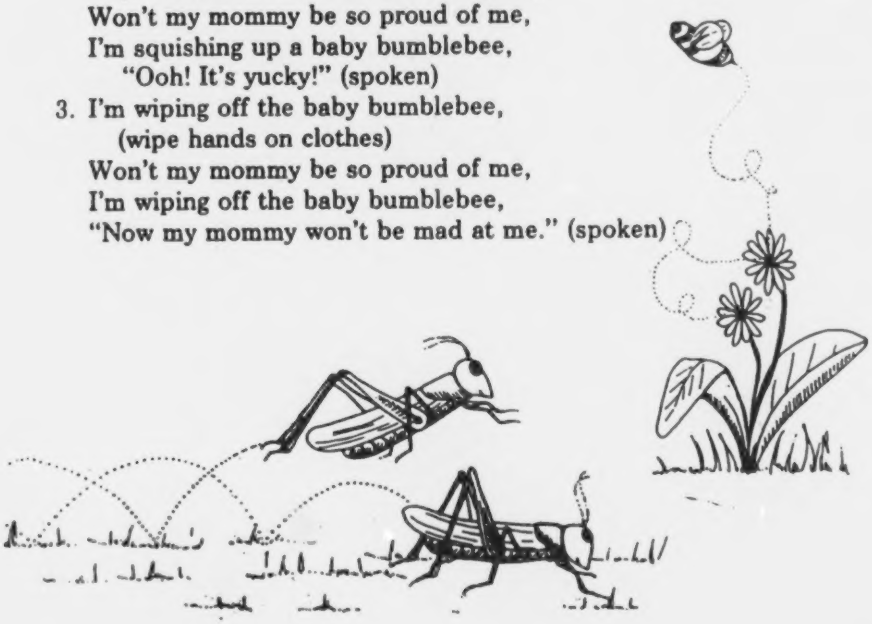
Pattern for "Sonya the Spider Keeps Her Head"


folding line

BABY BUMBLEBEE


G
C
G
1. I'm bring-ing home a ba-by bum-ble-bee,
D7 (cup one hand over the other)
G
Won't my mom-my be so proud of me, I'm bring-ing
C
G
(SPOKEN)
home a ba-by bum-ble-bee, OUCH! It stung me!

2. I'm squishing up the baby bumblebee,
(use thumb to squash bee into palm)
Won't my mommy be so proud of me,
I'm squishing up a baby bumblebee,
"Ooh! It's yucky!" (spoken)
3. I'm wiping off the baby bumblebee,
(wipe hands on clothes)
Won't my mommy be so proud of me,
I'm wiping off the baby bumblebee,
"Now my mommy won't be mad at me." (spoken)



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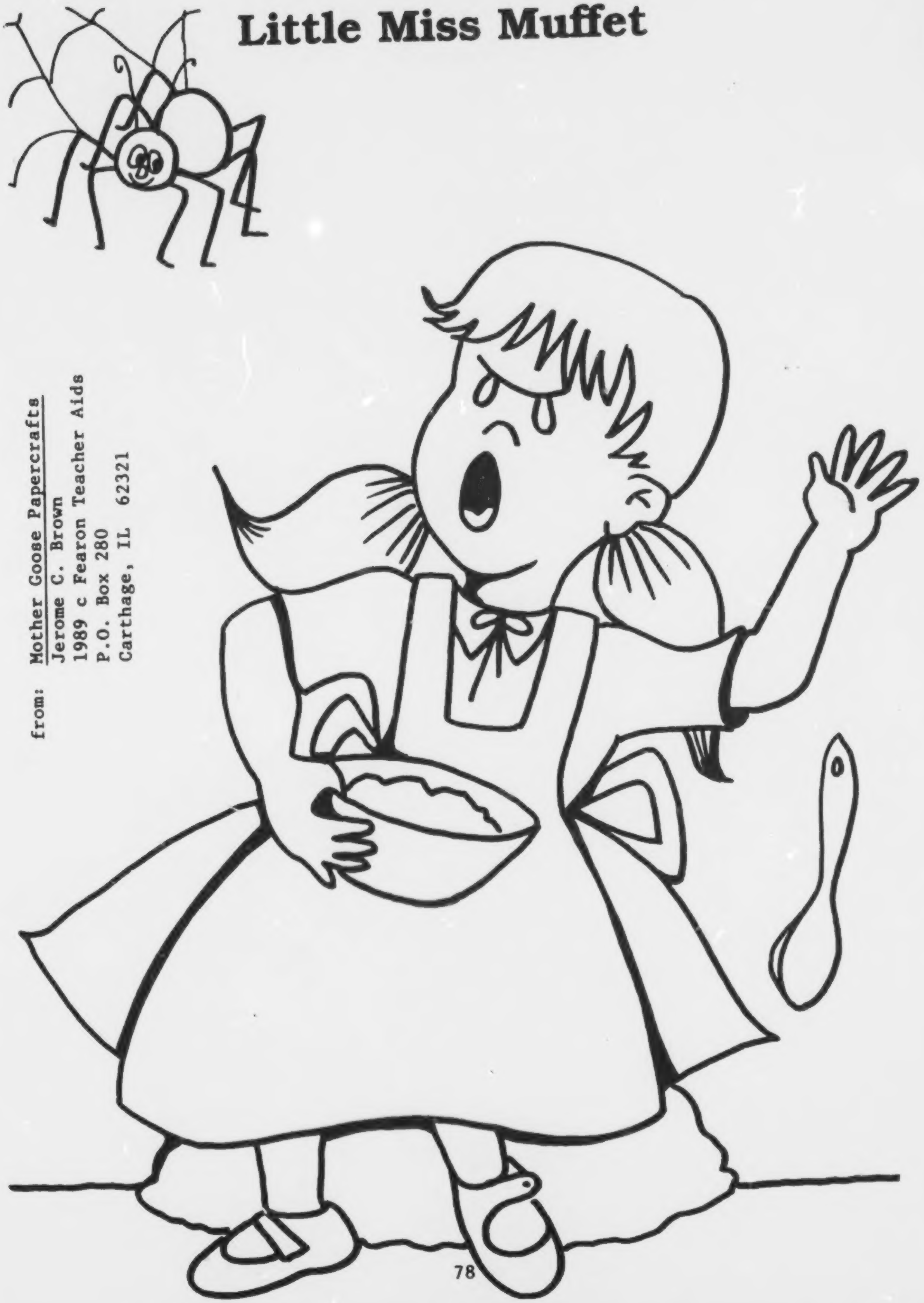
Little Miss Muffet



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Jerome C. Brown
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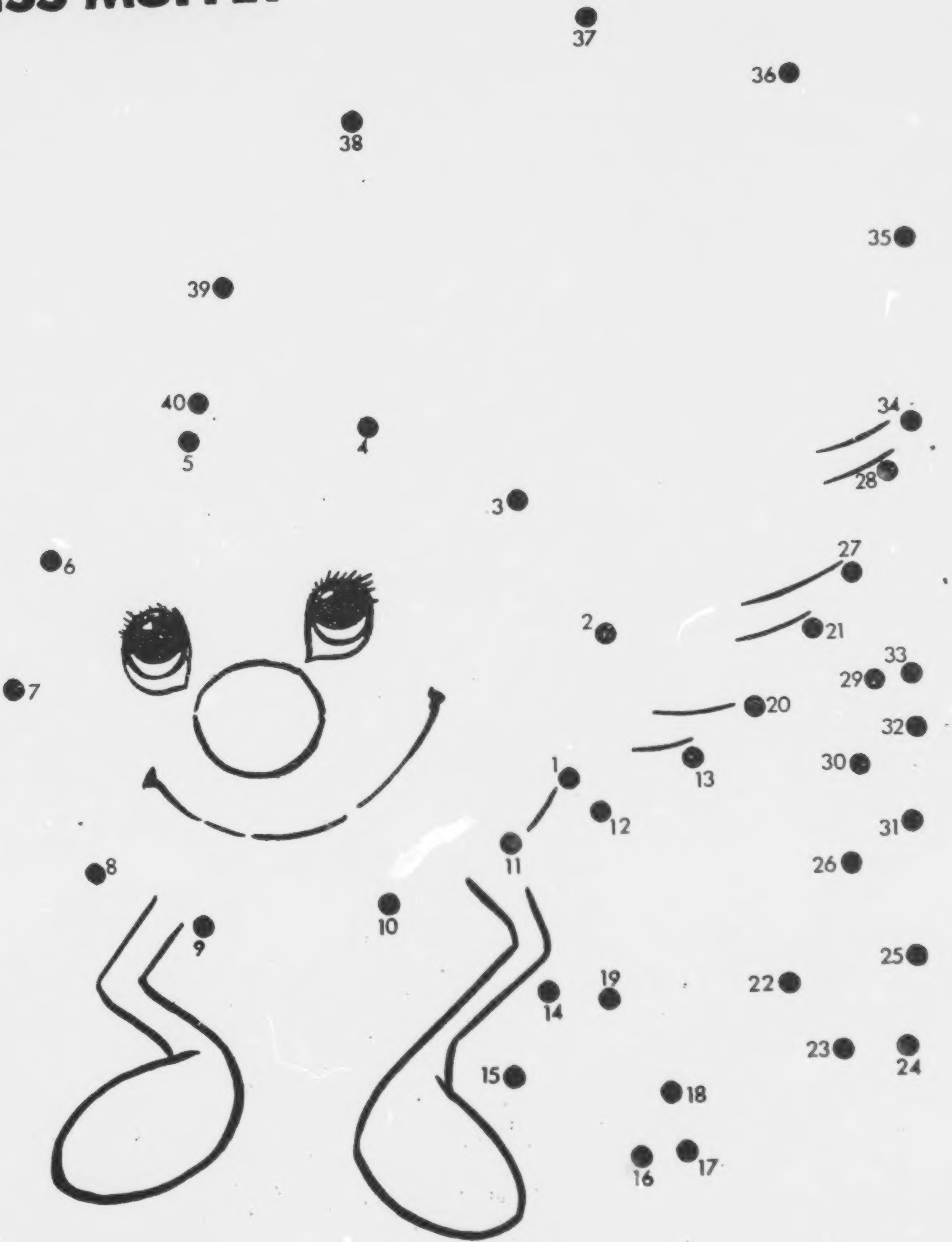
Carthage, IL 62321

LITTLE
MISS MUFFET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Little Miss Muffet Mask

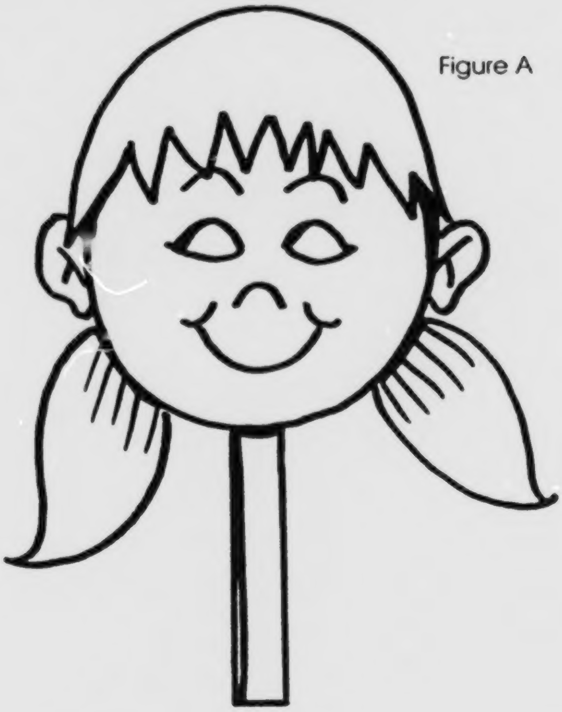

Figure A

Materials

- One 1" x 10" (2.5 cm x 25.4 cm) cardboard strip

Art Paper:

- Pink or brown 12" x 18" (30.5 cm x 45.7 cm) head, neck
- Yellow 9" x 12" (22.9 cm x 30.5 cm) hair (fold lengthwise)

Procedure

1. Follow directions on the top of page 5 for tracing, cutting, and gluing head and cardboard neck strip.
2. Trace and cut out hair patterns.
3. Glue hair in place (fig. A).
4. Add details with markers or crayons.

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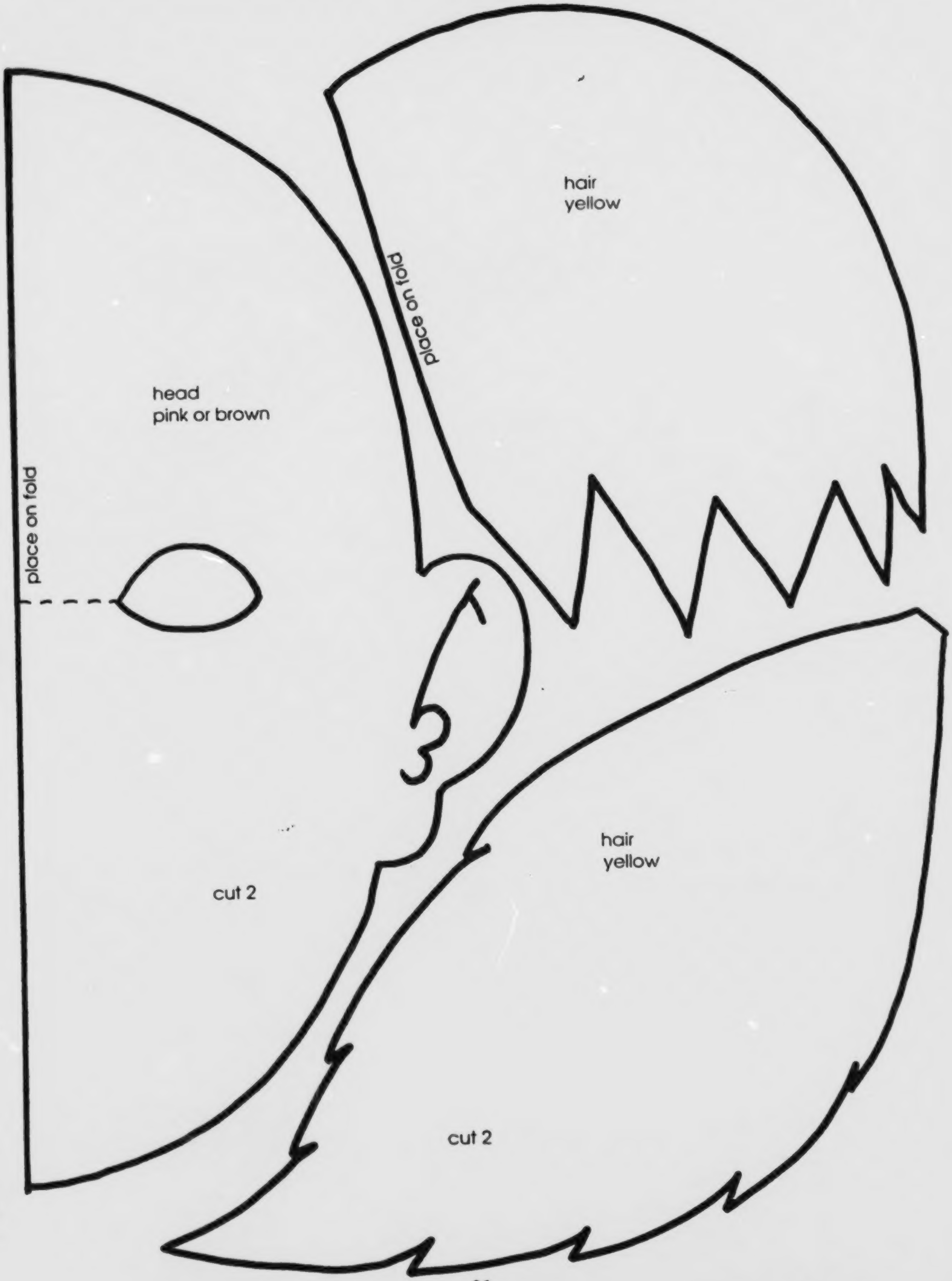
hair
yellow
place on fold
head
pink or brown
place on fold
hair
yellow
cut 2
cut 2

Little Miss Muffet Mask

Little Miss Muffet (Spider)

Materials

- Yarn for suspending spider
- Red ornament for nose
- Two plastic eyes

Art Paper:

- Black 2 1/2" x 9" (6.2 cm x 22.9 cm) body
- Four 1" x 12" (2.5 cm x 30.5 cm) black strips

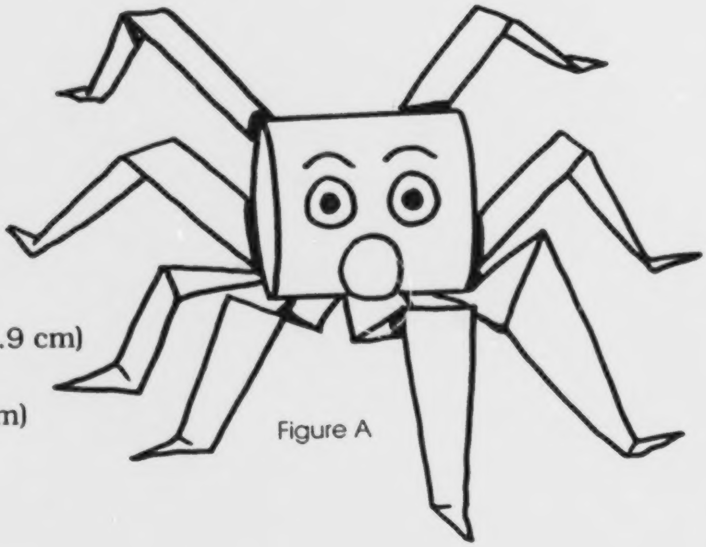

Figure A

Procedure

1. Curl 2 1/2" x 9" (6.2 cm x 22.9 cm) black paper into cylinder shape and staple together.
2. Cut V-shaped points at both ends of black strips (fig. B).
3. Glue strips to cylinder.
4. Curl or bend strips if desired (fig. A).
5. Glue on eyes and nose.
6. Suspend with yarn.

   Make a spider mobile by hanging severals spiders together on a clothes hanger.

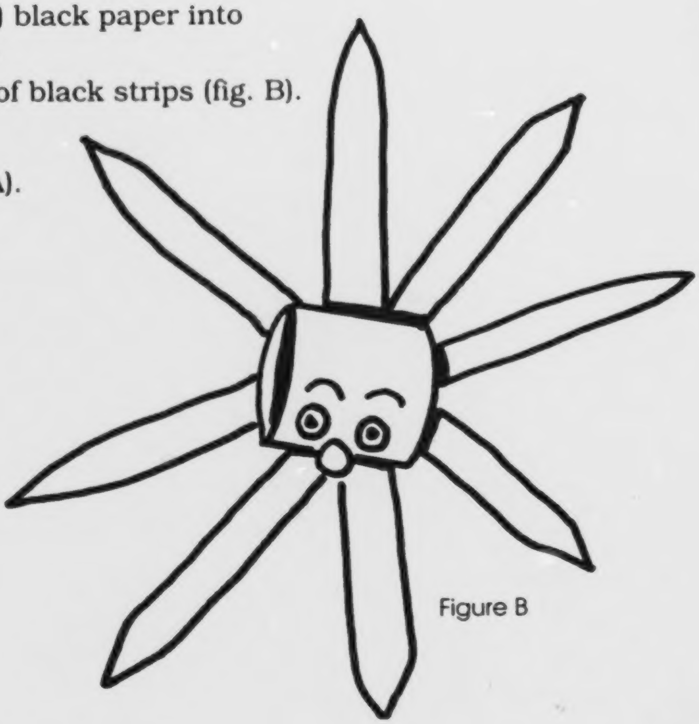

Figure B

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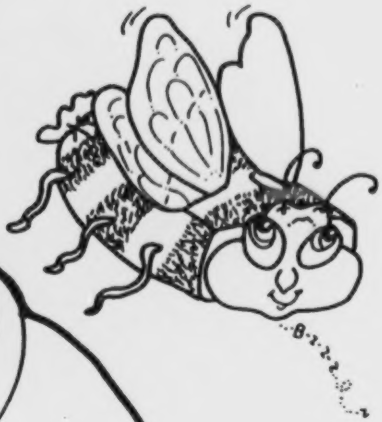
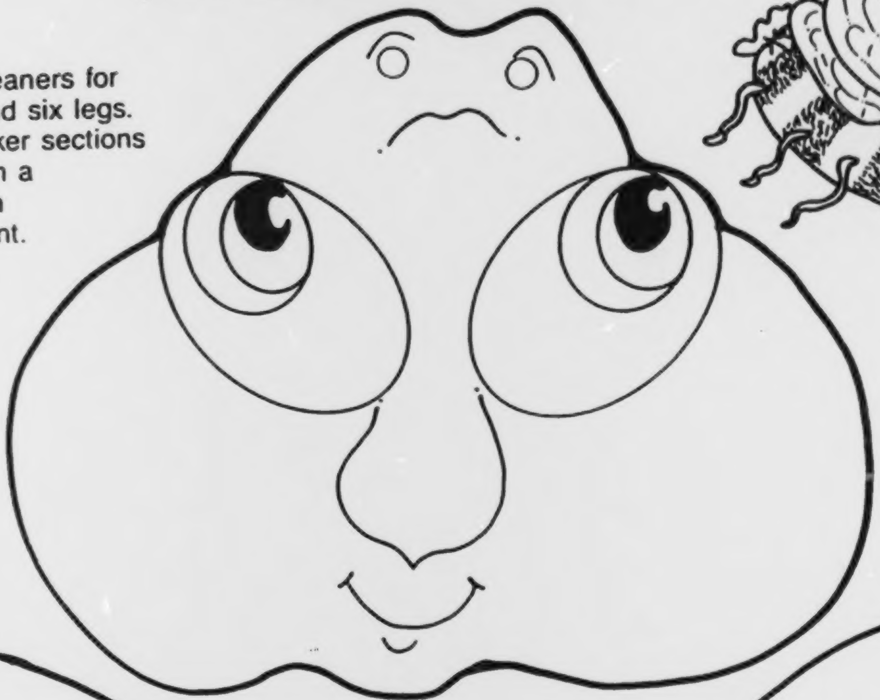
BUSY BEE

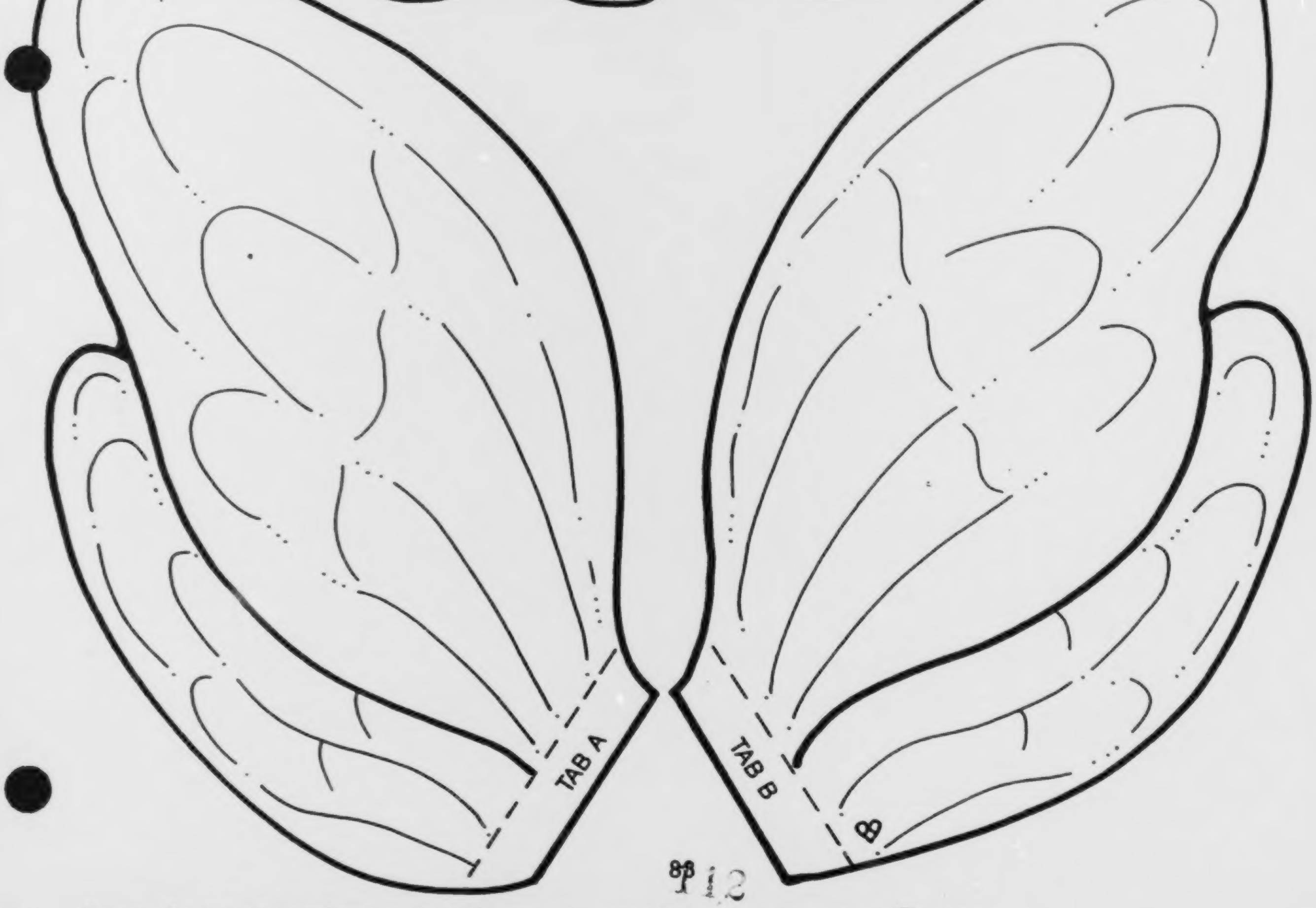
(Stuffed Character — See example 3)

Use pipe cleaners for
antennae and six legs.
Draw in darker sections
on body with a
black crayon
or black paint.



Wings: Fold tabs
A and B under.
Apply glue to
the tabs and
attach to
the bee.





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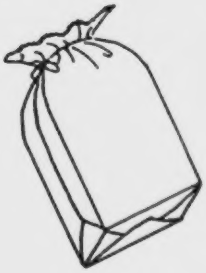
STUFFING PAPER BAGS

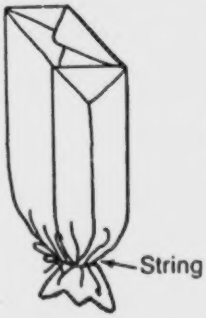
(Examples)

Look carefully at the diagram on your project page and choose to make one of the following types of Stuffed Paper Bag Characters:

EXAMPLE #2



EXAMPLE#3



(1 Sack): Stuff the sack so that it is 3/4 full. Tie a string around the sack's opening.

MATERIALS:
One or two sacks (brown lunch sacks, colored lunch sacks, or sacks spray painted a color), newspaper, string, markers or crayons, scissors, glue.

1. Reproduce, color and cut out the pieces on the page.
2. Tear up newspaper or tear newspaper into strips. This is what you'll use to stuff your paper bag. (See directions for: Stuffing Paper Bags).
3. Glue the head, arms, feet, wings, body, hat, hands, tails and fins pieces on your stuffed character. See the picture diagram on each project to show you where to place the pieces on the character.

*__NOTE:__ Any additional instructions to complete your character are printed on the project page.

Pipe Cleaner Bee

These bees can fly alone or join together to make a group mobile.

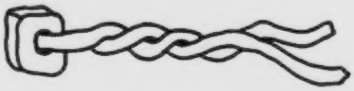
You Will Need:

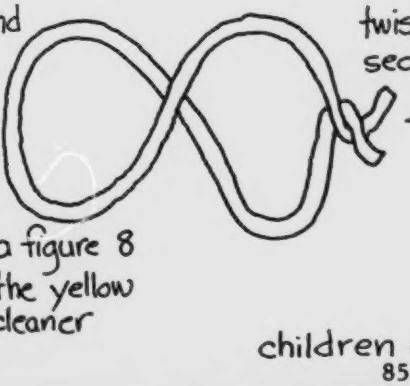
black pipe cleaners (four 3" pieces per child)
yellow pipe cleaners (two 6" pieces per child)
small, large-holed wooden beads
string

Here's What To Do:

1. Give each child one black pipe cleaner section, one yellow pipe cleaner section, and one bead.
2. Have the children loop the black pipe cleaner through the bead and twist the ends together, forming a circle (see figure 1). Tape can be used to secure ends.
3. Have the children form a figure eight with the yellow pipe cleaner, twisting the center of the figure eight to secure (see figure 2).
4. Help the kids insert the figure eight—the wings—through the circle, behind the bead—the head. Show them how to twist the black circular pipe cleaner to form the body (see figure 3).
5. Let the children attach a length of string to their bees for a buzz around the room.

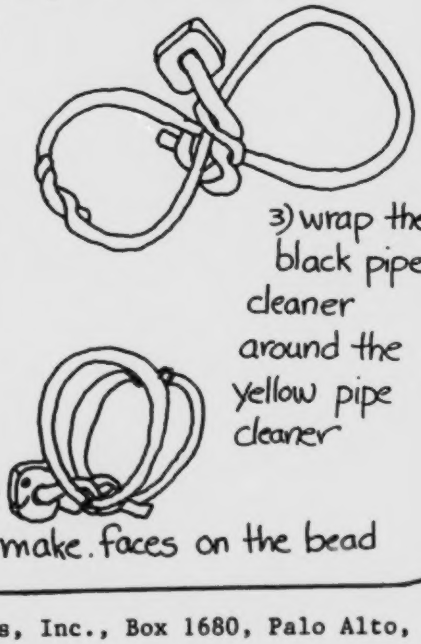
1) insert black pipe cleaner through bead and twist





twist to secure

2) form a figure 8 with the yellow pipe cleaner



3) wrap the black pipe cleaner around the yellow pipe cleaner

children can make faces on the bead

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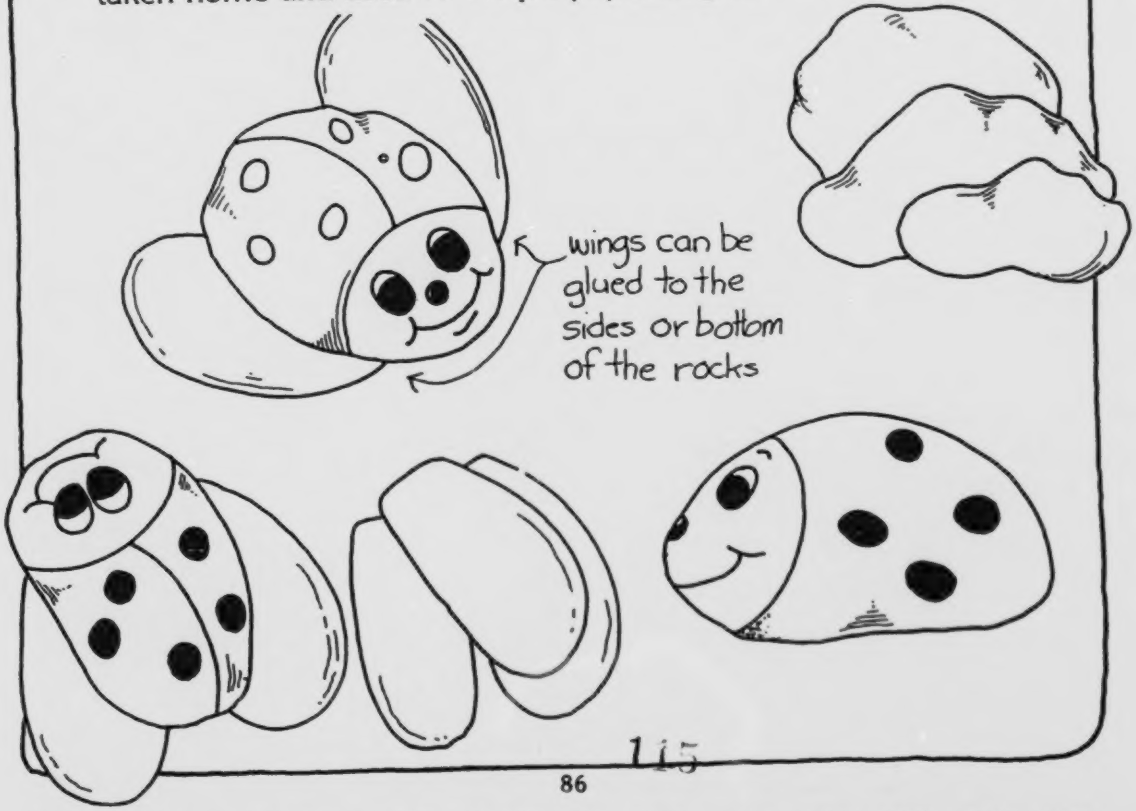
Paperweight

Let the children decorate nice smooth rocks to resemble little ladybirds.

You Will Need:
smooth, small rocks
pieces of felt (some cut in wing shapes)
glue
non-toxic felt-tip markers
scissors

Here's What To Do:
1. Give each child one rock, several felt pieces, glue, and markers.
2. Have the children create their own ladybirds by gluing the felt wings to the rock and decorating with the markers.

The ladybirds won't be able to fly away home, but they can be taken home and used as unique paperweights!



wings can be glued to the sides or bottom of the rocks

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THEME: ELEPHANTITUS

AGE RANGE: Preschool - Kindergarten

BOOKS:
Kasza, Keiko. When The Elephants Walk.
Klein, Suzanne. An Elephant In My Bed.
Murphy, Jill. Five Minutes' Peace.
Punnett, Dick. Help Jumbo Escape.
Riddell, Chris. Trouble With Elephants.
Thomas, Patricia. "Stand Back," Said the Elephant, "I'm Going to Sneeze!".

POEMS:
"Elephant and Telephone"
from Circle Time Activities For Young Children, by Deya Brashears & Sharron Werlin Krull, c 1981, Prototype, Walnut Creek, CA.

FINGERPLAYS:
"Five Gray Elephants"
"The Elephant's Trunk

FLANNELBOARD: "The Elephant With the Big Roar"

SONGS:
"One Elephant"
from Circle Time Activities For Young Children, by Deya Brashears & Sharron Werlin Krull, c 1981, Prototype, Walnut Creek, CA.

FILMS:
The Elephant Who Couldn't Forget. LCA, 10 min., p., el.
How the Elephant Got His Trunk. LCA, 7 min., p., el.

JOKES:

Why did the elephant stand on the marshmallow?
So he wouldn't fall into the cocoa.

In what way is an elephant and a hippopotamus similar?
Neither one can play tennis.

What's gray, has four legs and a trunk?
A mouse going on a trip.

How do you know that peanuts are fattening?
Have you ever seen a skinny elephant?

Why does an elephant have cracks between his toes?
To carry his library card.

How can you tell if an elephant has been in your refrigerator?
By his footprints in the butter.

What time is it when an elephant sits on a fence?
Time to buy a new fence.

What's the difference between an elephant and a jar of peanut butter?
An Elephant doesn't stick to the roof of your mouth.

Why do elephants wear dark glasses?
If you had all those jokes told about you you wouldn't want to be recognized either.

Why aren't elephants allowed on the beach?
Because they can't keep their trunks up.

How can you tell when there is an elephant under your bed?
When you are nearly touching the ceiling.

How do you keep an elephant from charging?
Take away his credit card.

What can you say about nine elephants wearing pink sneakers and one elephant wearing blue?
Nine out of ten elephants wear pink sneakers.

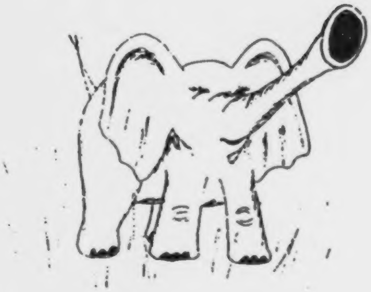
CRAFTS: Elephant Paperbag Puppet

HANDOUTS: Color sheet - Circus Elephant
Crafts - Paper roll animal - Ellie Elephant

EXTENDERS: "How Do You Hide An Elephant"

FIVE GRAY ELEPHANTS

Five gray elephants marching through a glade (March fingers of right hand)
Decide to stop and play they are having a parade.
The first swings his trunk and announces he'll lead, (Swing arm like trunk)
The next waves a flag which of course they need. (Wave hand over head)
The third gray elephant trumpets a song, (Blow through hand)
The fourth beats a drum as he marches along. (Beat a drum)
While the fifth makes believe he's the whole show
And nods and smiles to the crowd as they go. (Nod head to left and right, smile)
Five gray elephants marching through the glade
Having a lot of fun during their parade.



THE ELEPHANT'S TRUNK

The elephant has a great big trunk (Pretend an arm is the trunk)
That goes swinging, swinging so. (Swing trunk)
He has tiny, tiny eyes that show him where to go. (Point to eyes)
His huge long ears go flapping, flapping up and down, (Pretend hands are ears)
His great feet go stomping, stomping on the ground. (Stomp with feet)

From Finger Frolics, Revised, by Liz Cromwell, Dixie Hibner, and John R. Faitel, Copyright 1983, Partner Press, Livonia, Michigan.

The Elephant With the Big Roar

By Kathleen Nygren

There was an elephant named Mike, as noisy as could be. He roared and bellowed and shouted, "No one's as loud as me!" And all the animals ran off whenever Mike came by because he roared so loudly. And then he'd wonder why.

"There's no one I can play with," said the elephant one day. "I guess I'll always be alone, because they're scared away." And then he raised his head and roared, "Hey! Where is everyone?" But no one answered him at all, when all his roars were done.

Big Mike was very sad indeed. It wasn't fun at all to be alone and never play, or hear a friend's voice call. But one day as he jogged along, he heard a sudden cry. "Help! Help! Please save me!" And big Mike ran there to try.

There, smack in the middle of a deep old jungle pond, a log was floating by. And a mouse was hanging on. Big Mike jumped in, waded out and pushed the log ashore. "There, fellow, you're okay," said Mike. And then he gave a roar.

The mouse took off with lightning speed, without a backward look. "Now that just wasn't nice of him, after all the work it took! I guess I'll never have a friend, no matter how I try." And then that great big elephant sat down and had a cry.

Much later he heard music, and birds began to sing. And all the animals around came up and formed a ring. There were lions and striped tigers, and monkeys everywhere. And rabbits and gay chipmunks and apes with long black hair. But none of them were frightened now. They danced around with glee. And right in front, the little mouse, as bold as he could be. They all had drums and whistles to make an orchestra. "What's this?" roared Mike the elephant, not believing what he saw.

"Well," began the little mouse, "you see we've not departed. We know by now you're not so fierce, but really gentle-hearted. I am such a little thing. But you saved my life today. And from now on, big elephant, you can't scare us away."

"Well, bless my soul!" said Mike. "I really meant no harm. It's just because I am so big my voice does cause alarm. But from now on, I'll change it. I think I'll join the band." And then the great big elephant got to his feet to stand.

He raised his trunk to trumpet, and all soft notes came through. "Hurrah!" cried all his brand-new friends, "Now we can play with you!"

The elephant was happy. He'd never roar again. He'd learned—to think of others is the way to make a friend.

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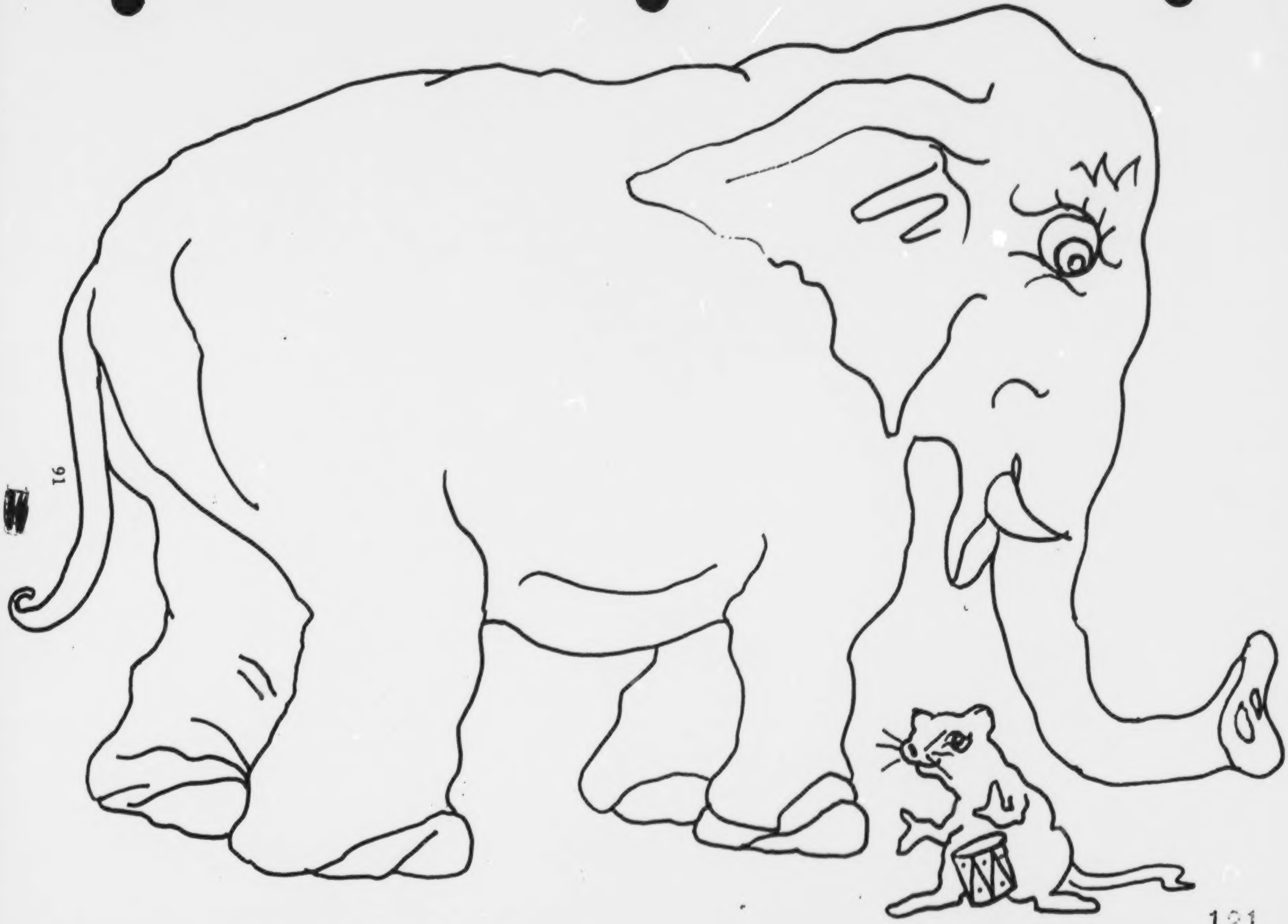

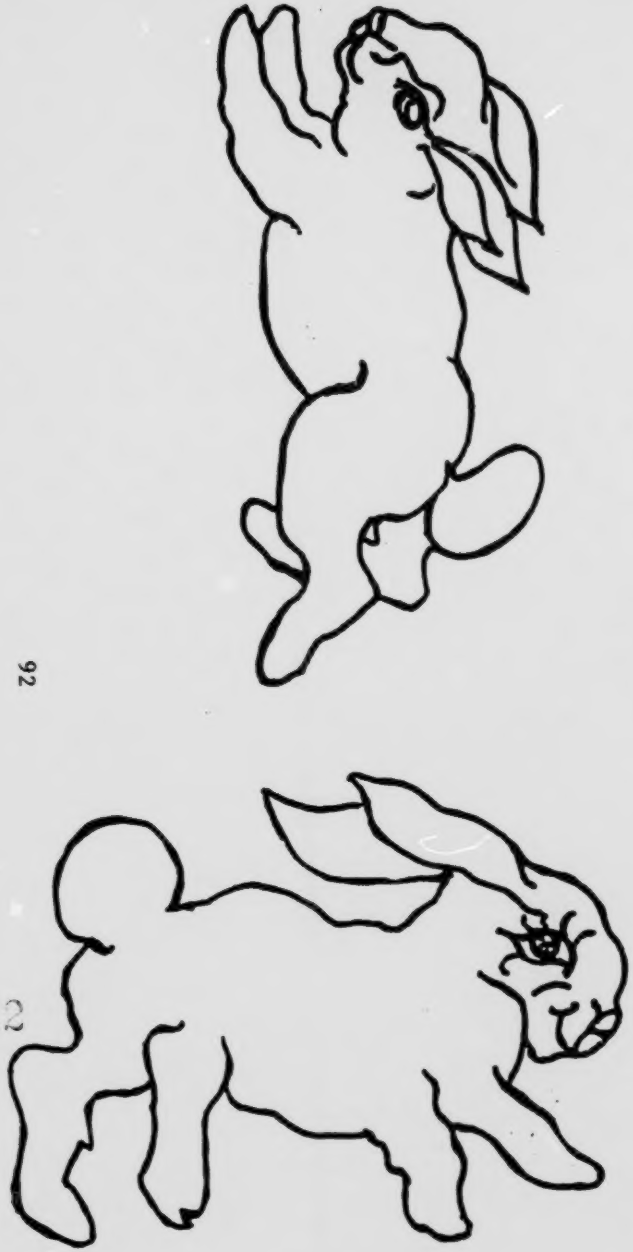

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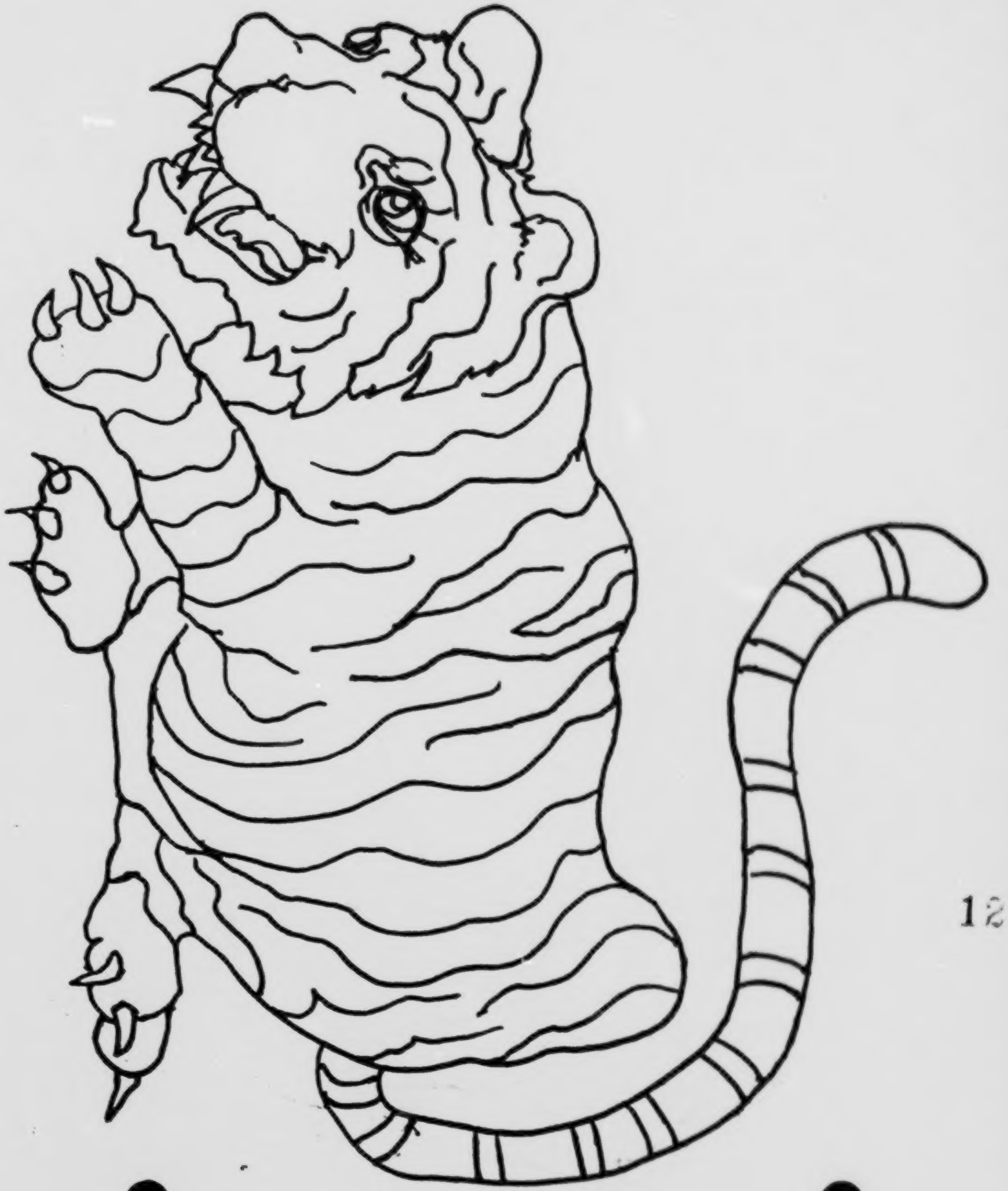

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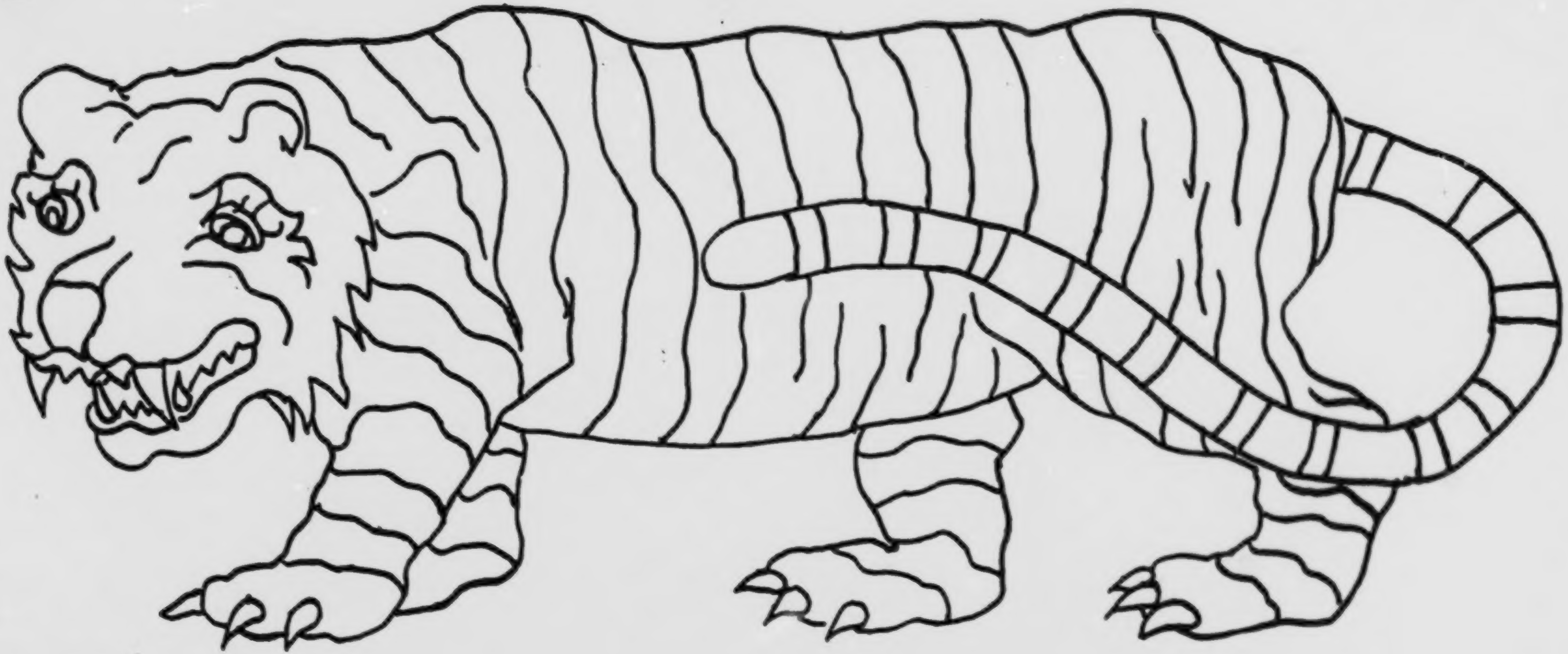

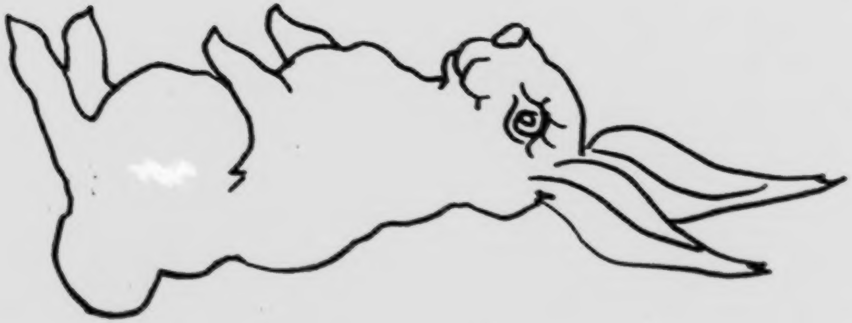

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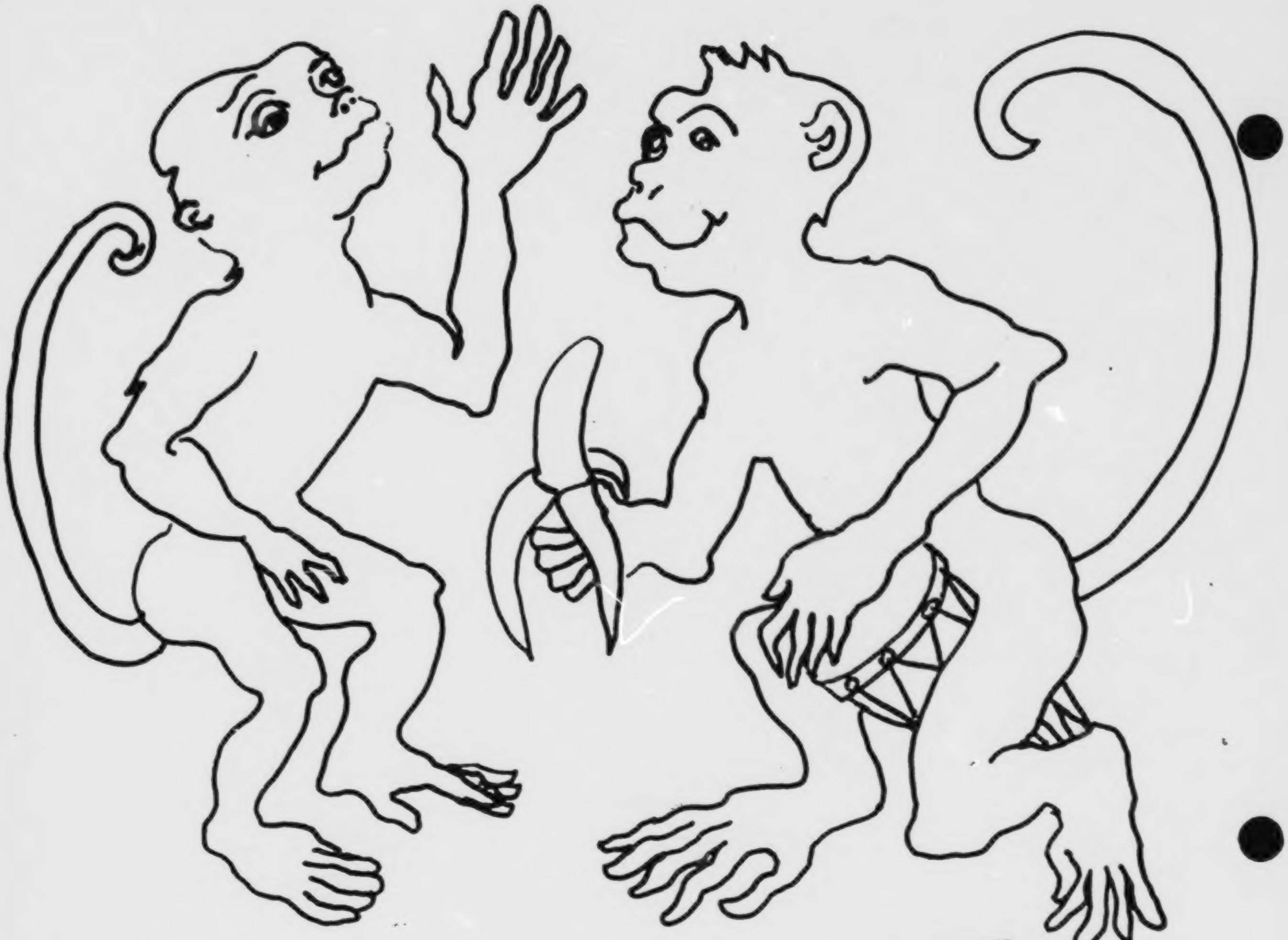

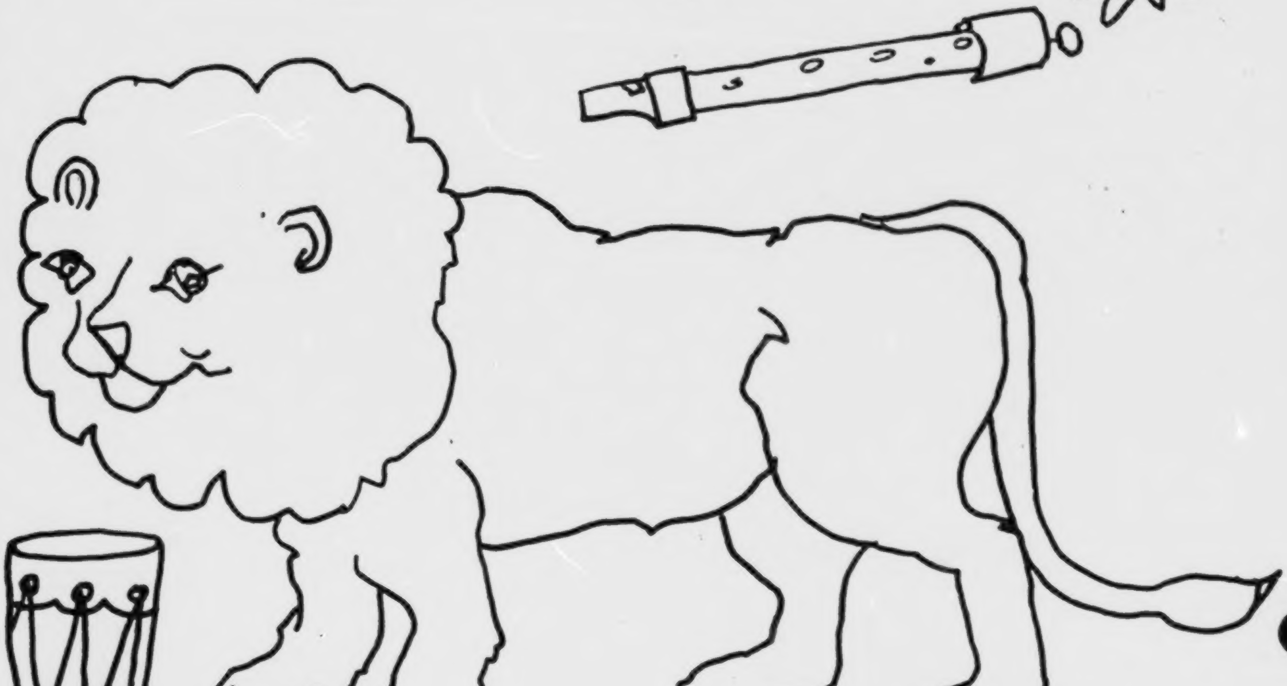

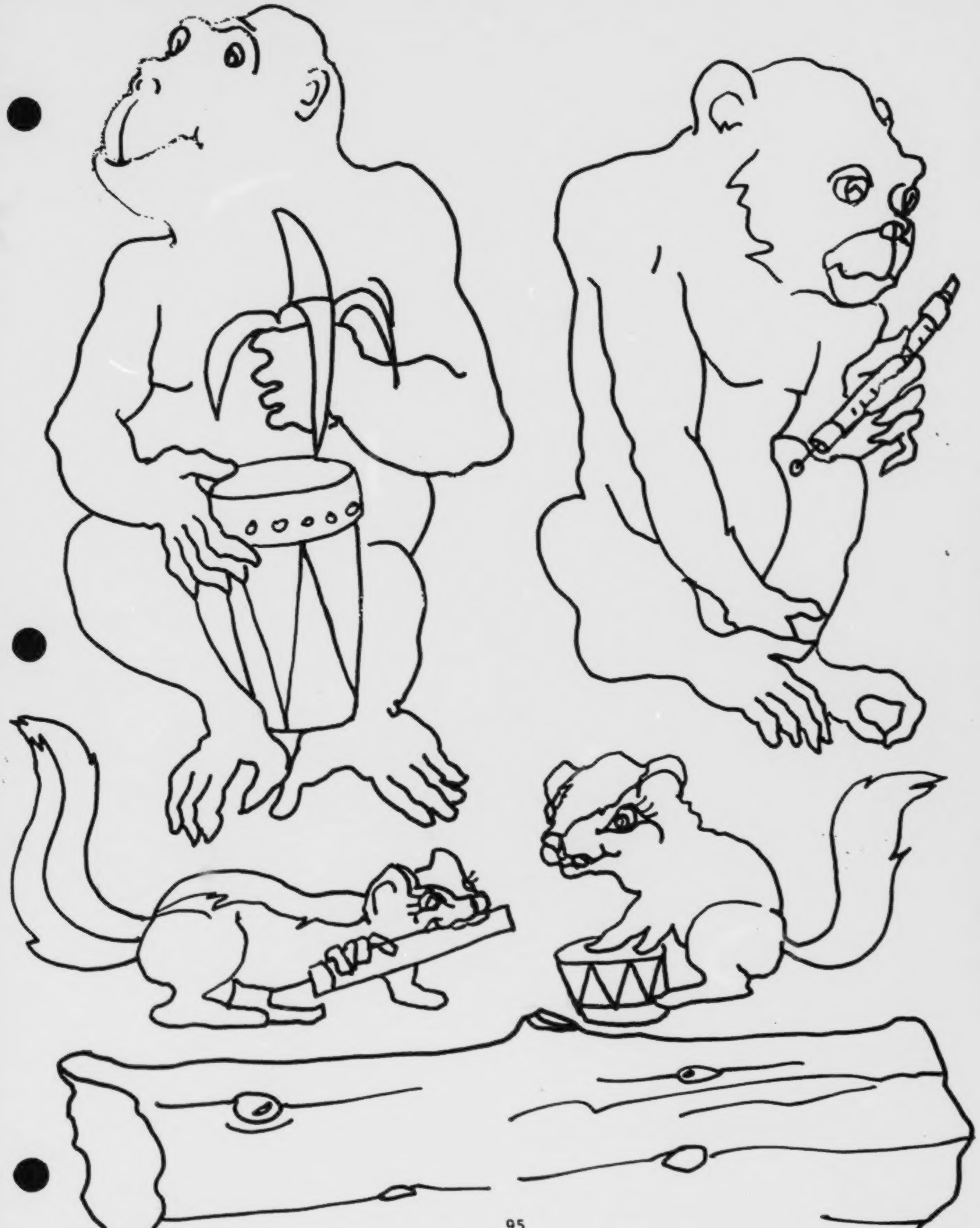

JI 8661 African Animals

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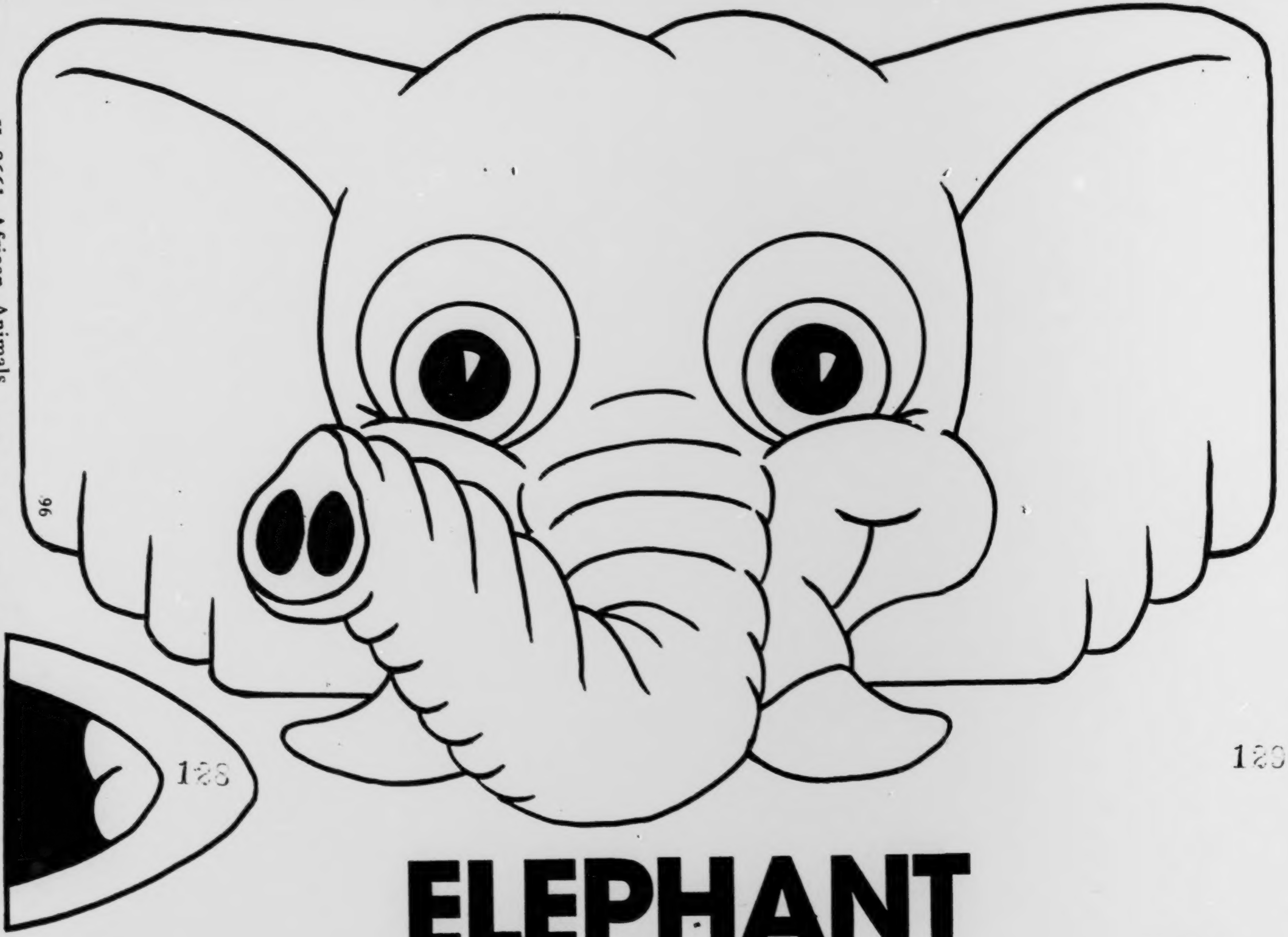
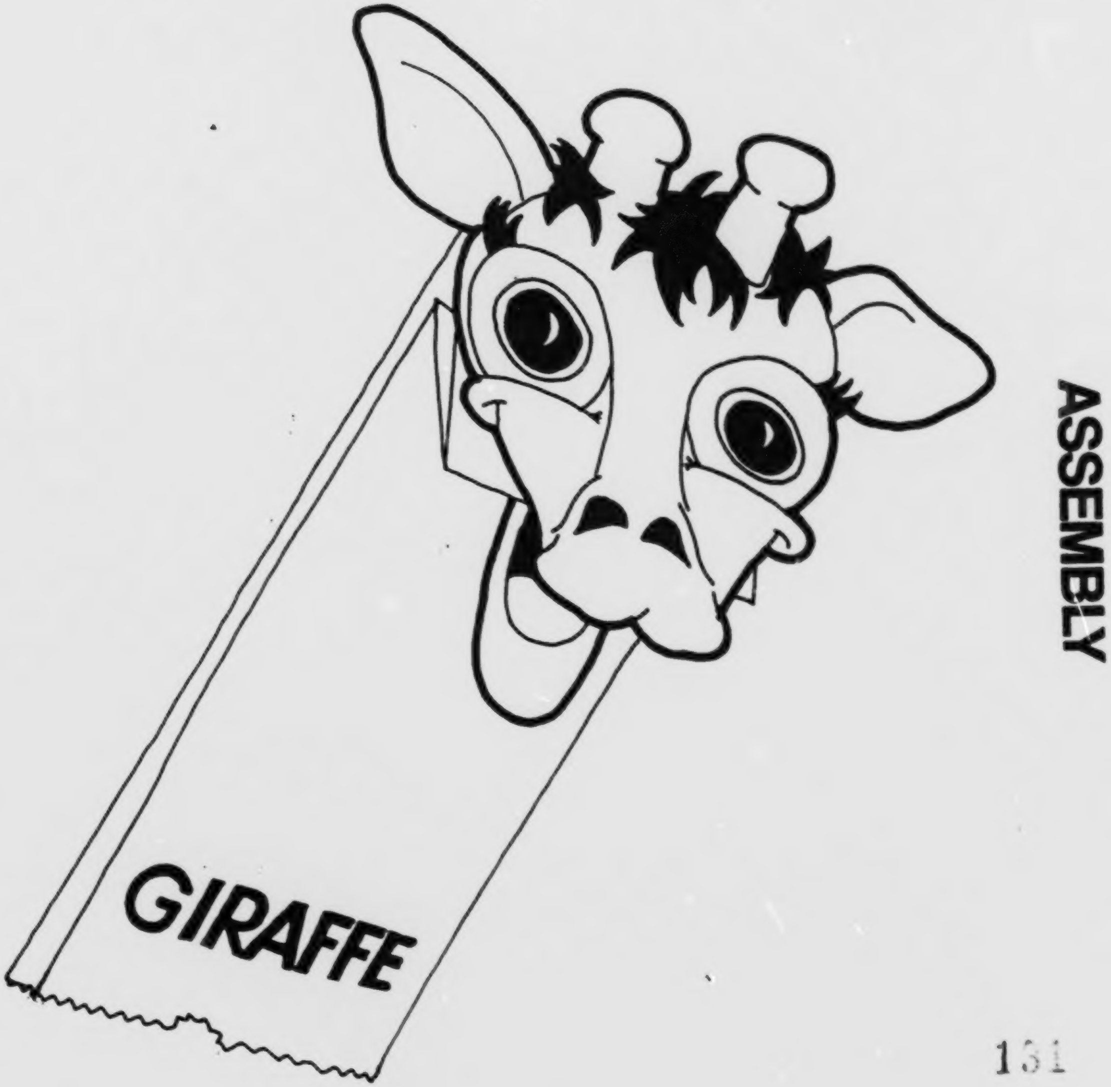


ELEPHANT

ASSEMBLY



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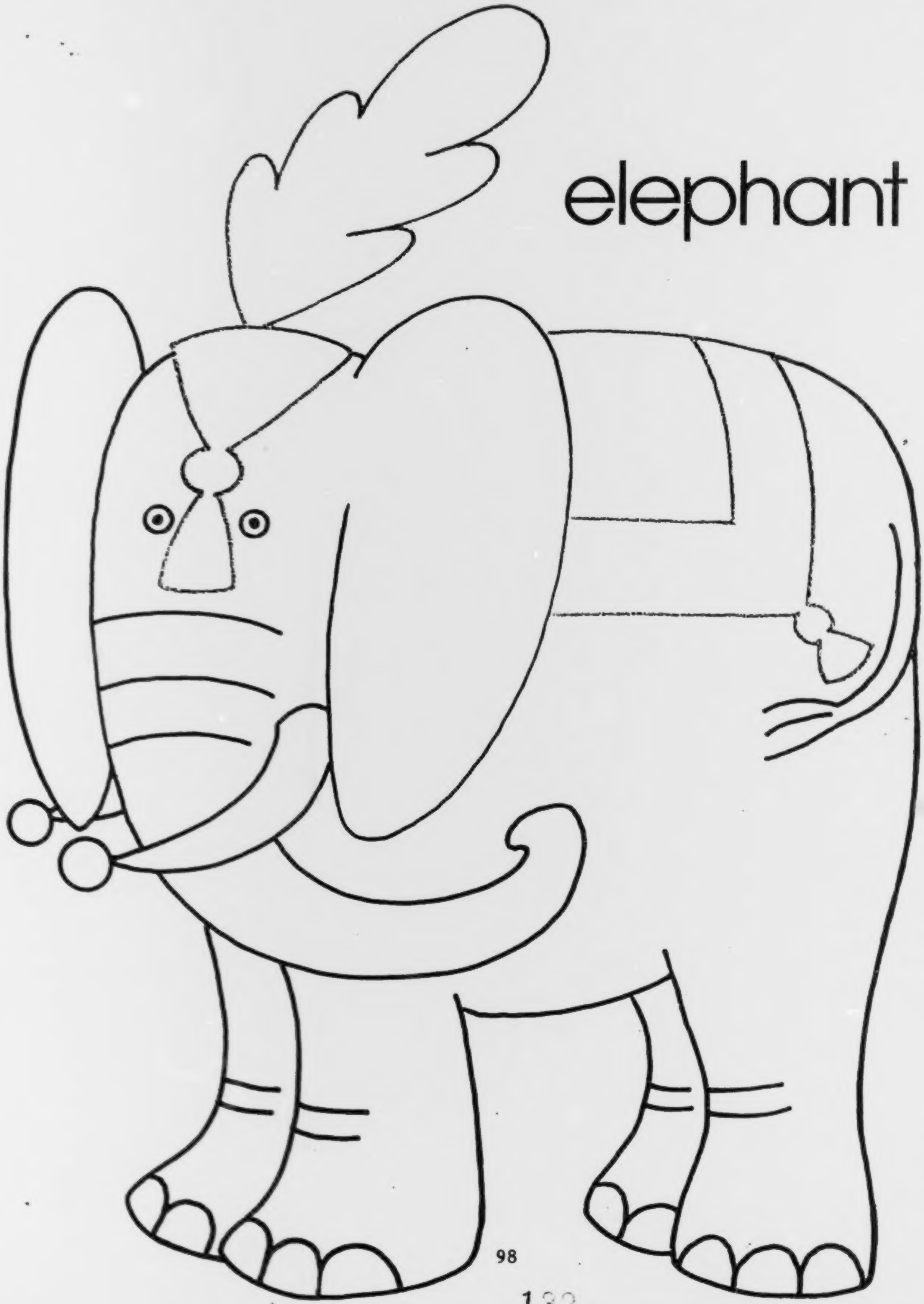
elephant



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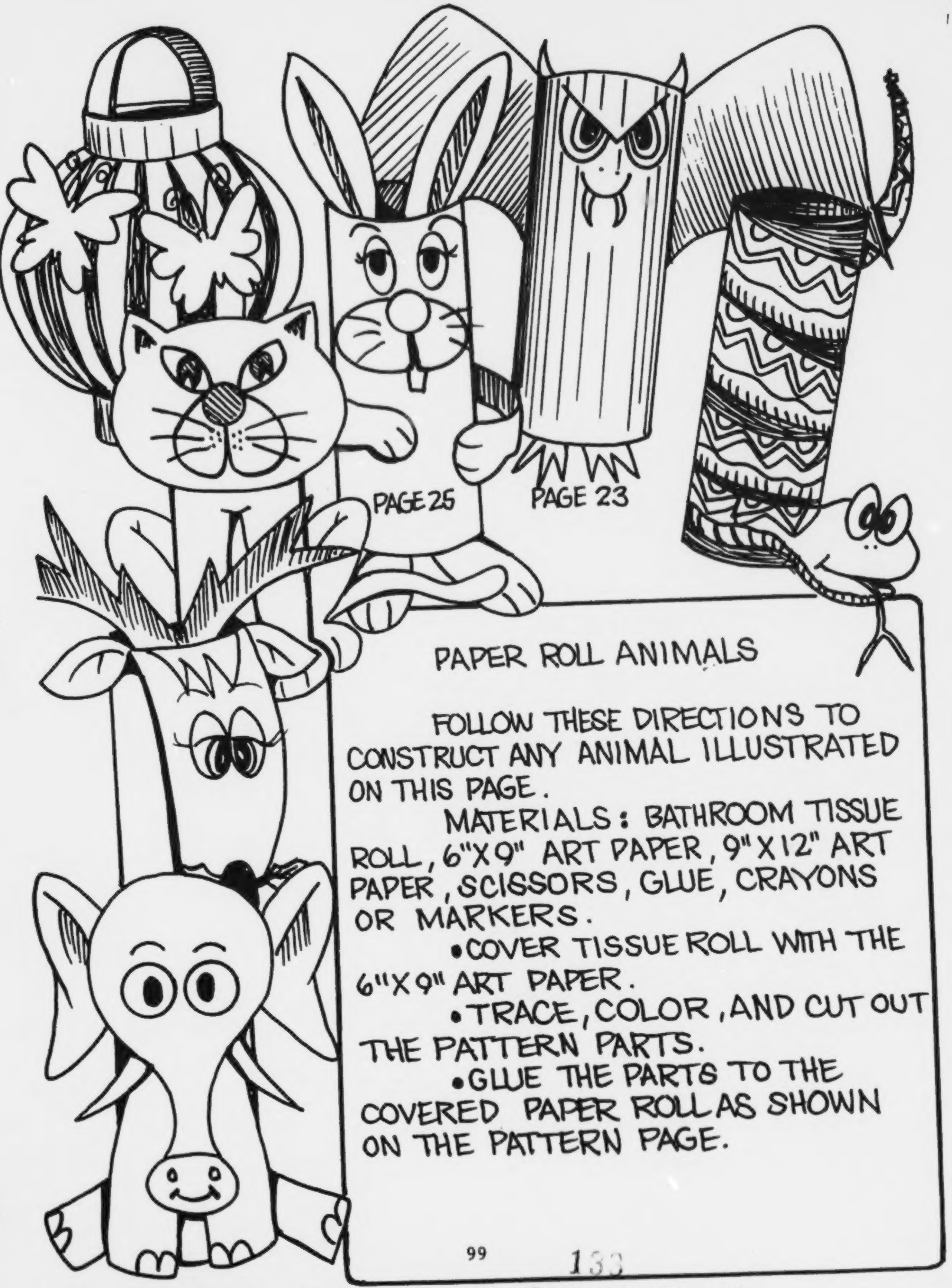


PAPER ROLL ANIMALS

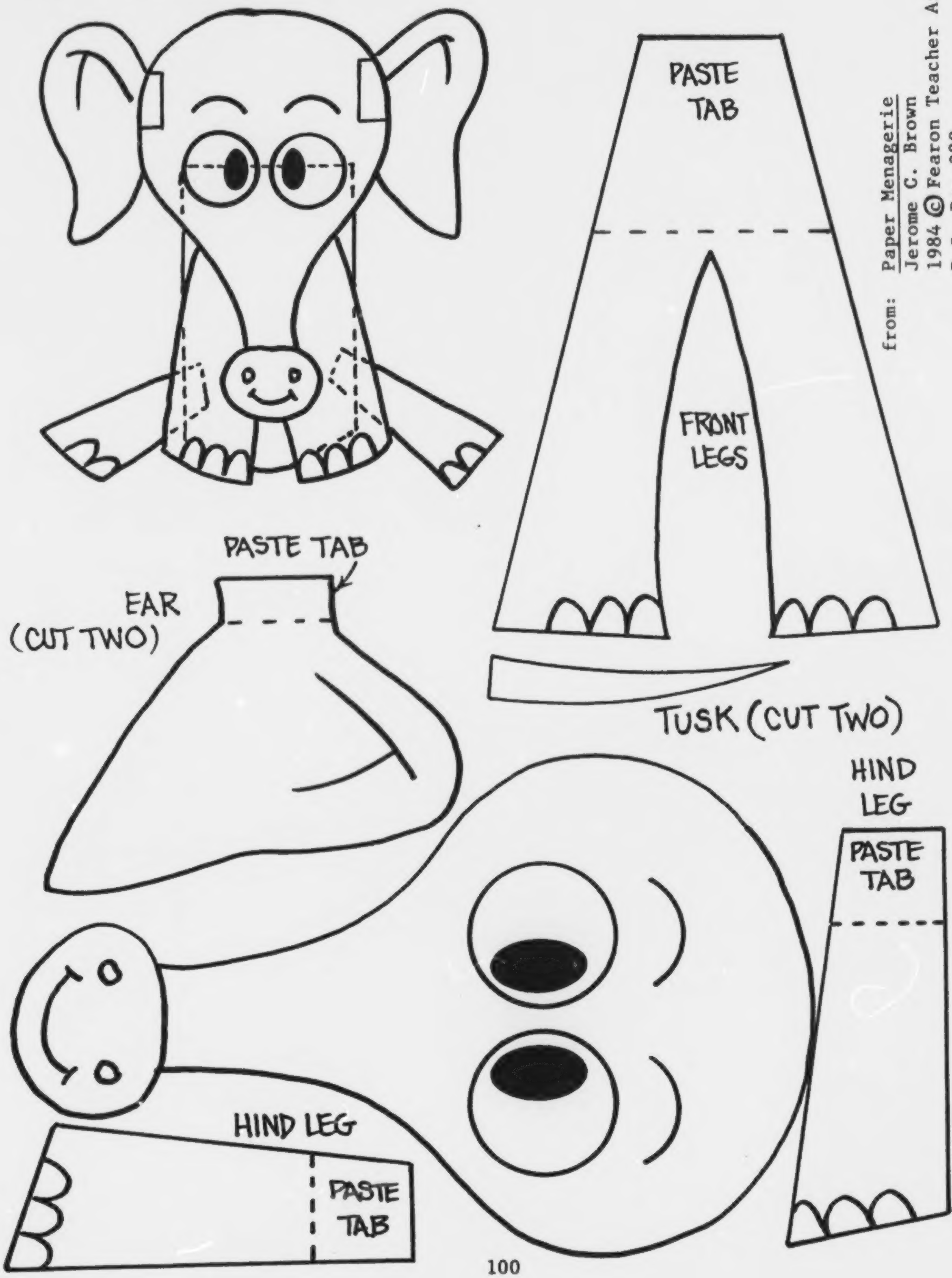
FOLLOW THESE DIRECTIONS TO CONSTRUCT ANY ANIMAL ILLUSTRATED ON THIS PAGE.

MATERIALS: BATHROOM TISSUE ROLL, 6"X9" ART PAPER, 9"X12" ART PAPER, SCISSORS, GLUE, CRAYONS OR MARKERS.

- COVER TISSUE ROLL WITH THE 6"X9" ART PAPER.
- TRACE, COLOR, AND CUT OUT THE PATTERN PARTS.
- GLUE THE PARTS TO THE COVERED PAPER ROLL AS SHOWN ON THE PATTERN PAGE.

from: Paper Menagerie, Jerome C. Brown, 1984 © Fearon Teacher Aids,
P.O. Box 280, Carthage, IL 62321.

ELLIE ELEPHANT


PASTE TAB
FRONT LEGS
PASTE TAB
EAR (CUT TWO)
TUSK (CUT TWO)
HIND LEG
PASTE TAB
HIND LEG
PASTE TAB

from: Paper Menagerie
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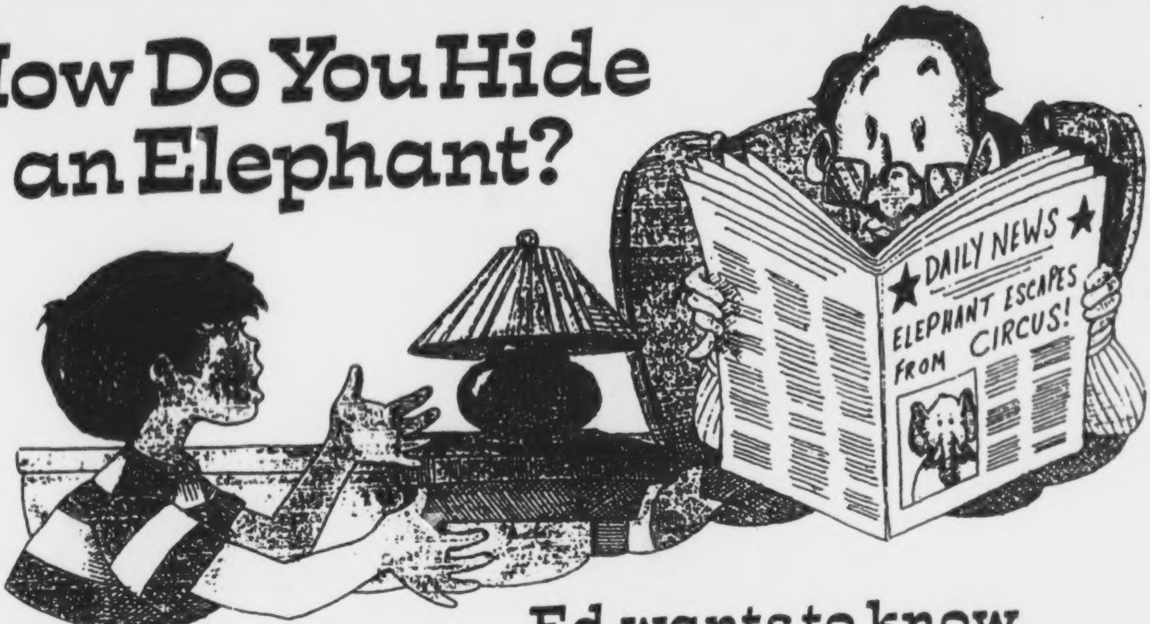
How Do You Hide an Elephant?



Ed wants to know, but nobody will tell him.

By Paul Pitts

"How do you hide an elephant?" Ed asked his father one day.

Pa thought hard. "Well, let's see, you could put it on a diet and stand it behind a flagpole!"

Pa chuckled to himself. Ed sighed and went to the kitchen for a bag of peanuts. He took the peanuts to his room.

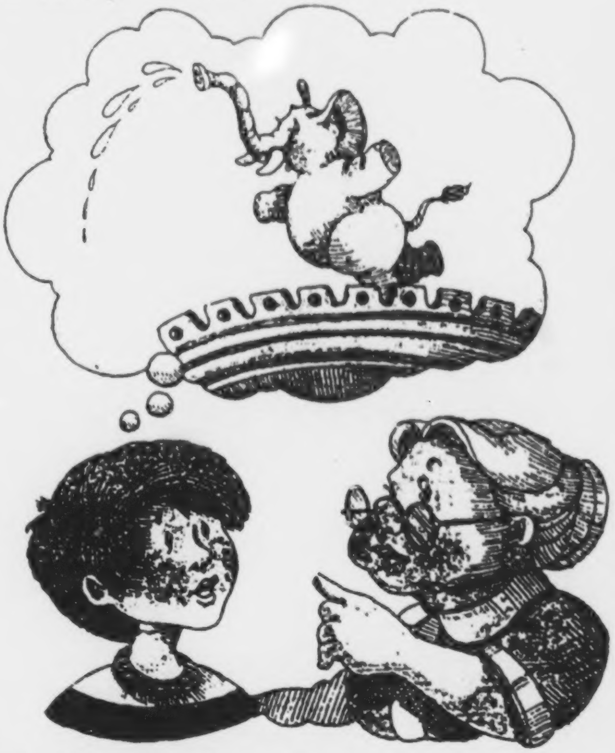
The next day Ed saw his mother watering her plants. "How do you hide an elephant?" he asked.

"Hmmm, let me think," said Ma. "I have it! You squeeze it into a flowerpot, tell it to be very quiet, and twist some ivy around its trunk!"

Ma giggled to herself. Ed shook his head and went to the kitchen for some bananas. He took the bananas to his room.

After lunch Ed asked Nana, "How do you hide an elephant?"

Nana frowned. "This is the hardest riddle you've given me yet," she said. "I know! Teach it to stand on one foot like a statue. Then have it blow water from its trunk so everyone thinks it's a fancy fountain."



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Nana laughed to herself. Ed sighed again, went to the kitchen and filled a bucket with water. He took the bucket to his room.

That evening Aunt Lu came for dinner. Ed liked Aunt Lu. She was a good listener and knew lots of things. She could even throw a football and it didn't wobble. But would she know about elephants?

After dinner Ed went for a walk with Aunt Lu. He said, "Aunt Lu, I've been asking people all day how to hide an elephant, and they all make jokes."

"And you want a serious answer, hmmm? Well, if I found an elephant, I wouldn't want to hide it."

"You wouldn't?"

"No, elephants are pretty special." She folded her arms. "Yes, I'm quite sure that elephants are for sharing. If I found an elephant, I'd find out where it came from and give it right back."

Ed thought for a minute. Then he smiled. "Thanks, Aunt Lu. I feel lots better."

The next day Ma asked, "Who has seen the bag of peanuts?"

Pa chuckled. "Maybe that elephant we read about in the paper took the peanuts. The one that ran away from the circus."

Nana laughed. "Ask Ed," she said. "He's the elephant kid."

Ma and Pa stared at Nana. "An elephant ran away, and he asked—"

"Mercy me!" said Nana. "You don't suppose he really found an elephant!"

Just then Ed walked in. "Ed, did you take the bag of peanuts?" asked Pa.

"Yes," said Ed. "It's in my room."

"What else did you take to your room?" asked Pa.

"Bananas and a bucket of water," Ed answered.

"Oh, Ed!" gasped Ma. "You don't really have an elephant!"

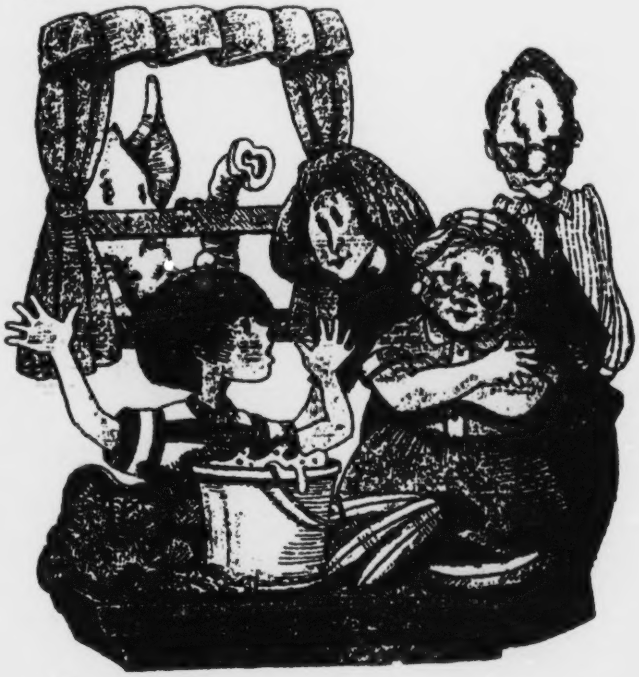
"An elephant? Gosh, no!"

"Then why the peanuts?"

"And the bananas and water?"

"And all the questions about hiding elephants?"

"Oh, that." Ed grinned. "I wanted to be ready in case that runaway elephant came around here. But if he does, I'm taking him right home to the circus. Elephants should be shared, you know!"



THEME: MONKEYSHINES

AGE RANGE: Preschool - Kindergarten

BOOKS:
Howe, James. *The Day the Teacher Went Bananas*.
McKissack, Patricia. *Monkey-Monkey's Trick*.
Rey, H.A. *Curious George Rides a Bike*.
Slobodkina, Esphyr. *Caps for sale*.

FINGERPLAYS:
"Monkey See and Monkey Do"
"Monkeys on a Bed"

FLANNELBOARD: "The Elephant and the Monkey"

CUT AND TELL STORY: "Molly the Monkey and the Crocodile"

SONG: "Ten Little Monkeys" (sung to "10 Little Indians")

FILMS:
Curious George. CF, 14 min., p.,el.
Curious George Rides a Bike. CF, 11 min., p.,el.

HANDOUTS: Color Sheet - Monkeys

CRAFTS:
Mikey Monkey
Marvelous Monkey
Chimpanzee Bag Puppet

Monkey See, Monkey Do

A little monkey likes to do
Just the same as you and you;
When you sit up very tall,
Monkey sits up very tall;
When you pretend to throw a ball,
Monkey pretends to throw a ball;
When you try to touch your toes,
Monkey tries to touch his toes;
When you move your little nose,
Monkey moves his little nose;
When you jump up in the air,
Monkey jumps up in the air;
When you sit down in a chair,
Monkey sits down in a chair.

From Rhymes for Fingers and Flannel Boards, by Louise Binder Scott & J. J. Thompson, Copyright © 1984, T. S. Denison & Co., Inc., Minneapolis, Minnesota.

MONKEY SEE, MONKEY DO

Monkey see, will monkey do?
Let's watch them in the zoo.
We stare in. (Pupils left hand up)
They look out. (Pupils right hand up palms facing each other)
We eat popcorn. (Pupils left hand fingers touching thumb)
They eat fruit. (Pupils right hand fingers sway)
We stand up. (Pupils left hand fingers up straight)
They sit down. (Pupils right hand fingers down)
Monkey see, monkey do?
Not from what we see in the zoo.

From Finger Frolics, Revised, by Liz Cromwell, Dixie Hibner, and John R. Faitel, Copyright 1983, Partner Press, Livonia, Michigan.

MONKEYS ON A BED

Five little monkeys
Jumping on a bed.

One fell off and bumped his head.

Mama called the doctor,
And the doctor said,

"Keep those monkeys off that bed!"

Four little monkeys . . . ..
(Repeat until none are left.)

From Mitt Magic:
Fingerplays for Finger Puppets,
by Lynda Roberts, Copyright © 1985,
Gryphon Hse Inc., Birmingham, Ala.

The Elephant and the Monkey

—A Tale from India.

Once upon a time an elephant and a monkey had a quarrel.

The elephant was proud because he was so strong. "See how big and strong I am!" he said. "Can you pull a tree down?"

Now the monkey was proud because he was so quick. "See how fast I can run and climb!" he said. "Can you climb a tree? Can you hang by your tail from a branch?"

At last they went to a wise old owl.

"We can not agree," they said. "Tell us what you think about it. Which is better—to be strong, or to be quick?"

The owl said to them, "Do just as I tell you, so that I may find out which is better. Do you see that great fruit tree across the river? Go and pick the fruit and bring it to me."

So they went to the river, but the water was so swift that the monkey was afraid.

"Get on my back," said the elephant, proudly. "I am big and strong. I am not afraid to swim across a swift river."

So the monkey got on the elephant's back, and they soon got across the river.

On they went until they came to the tree. It was so tall that the fruit hung high above them.

The elephant tried to break the tree down, but it was too strong. He tried to reach the fruit with his trunk, but it was too high.

"Wait a minute," said the monkey, proudly. "I can climb." He ran quickly up the tree, and threw down the rich, ripe fruit.

The elephant put it into his great mouth.

Then they crossed the stream, and gave the fruit to the owl.

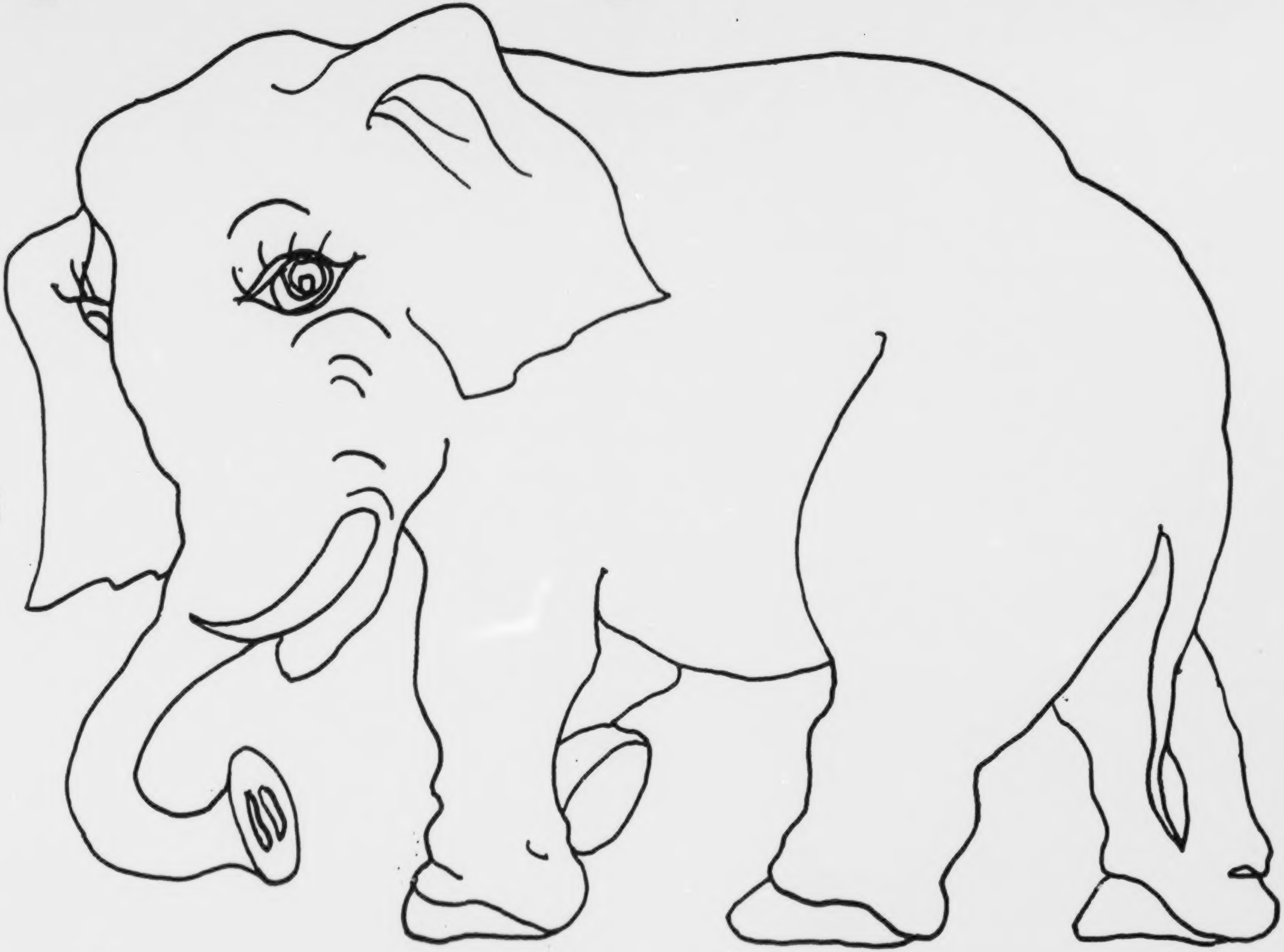
"Now," they said, "which is better—to be strong, or to be quick?"

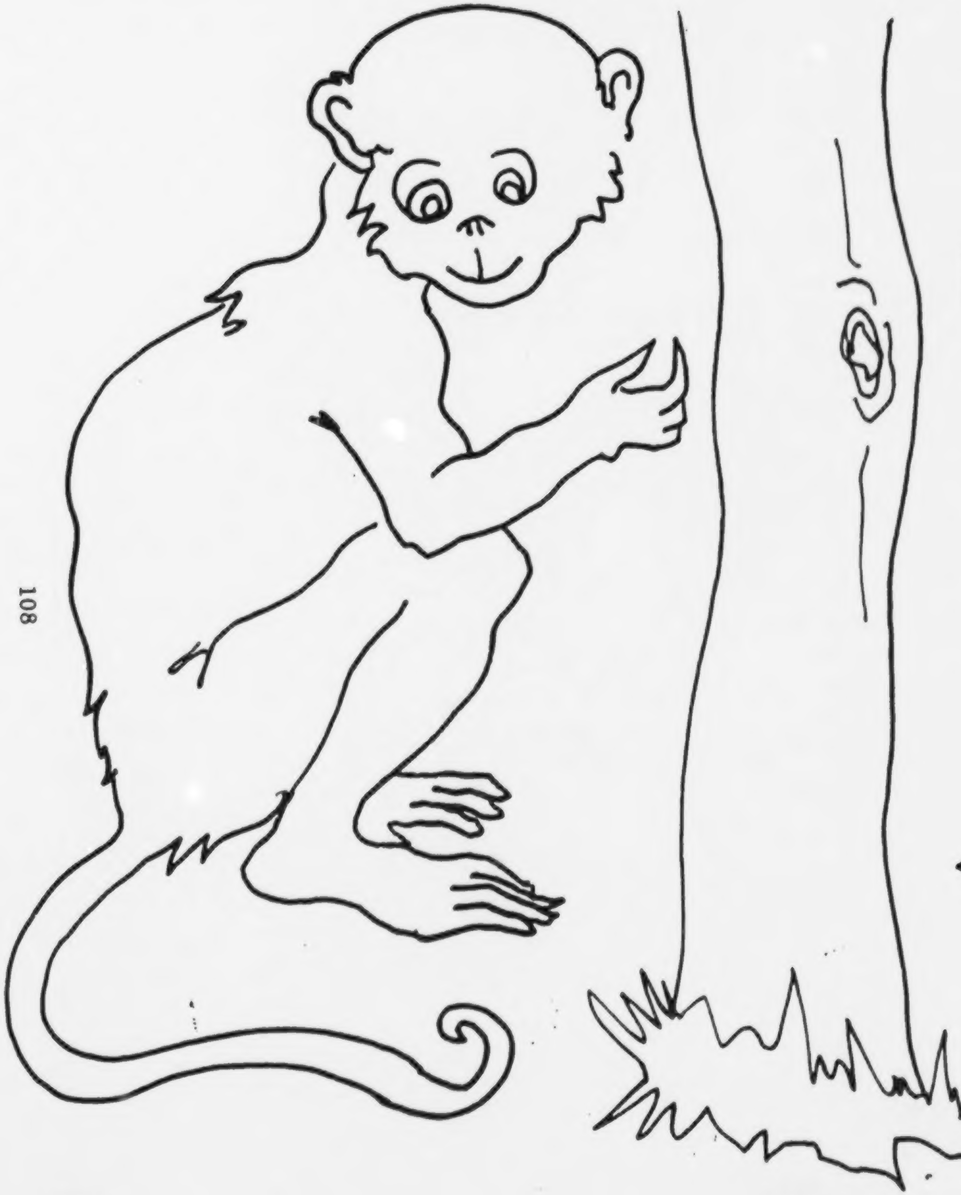
"Can anyone tell which is better?" asked the owl. "Neither of you could get the fruit alone.

"It took the elephant's strength and the monkey's quickness. One crossed the stream; the other gathered the fruit."

—From Elson Reader, Book 2, Scott Foresman Co., pp. 57-5

From Storytelling With The Flannel Board, Book Two, by Dr. Paul S. Anderson,
Copyright © 1965, T. S. Denison & Co., Inc., Minneapolis, Minn.





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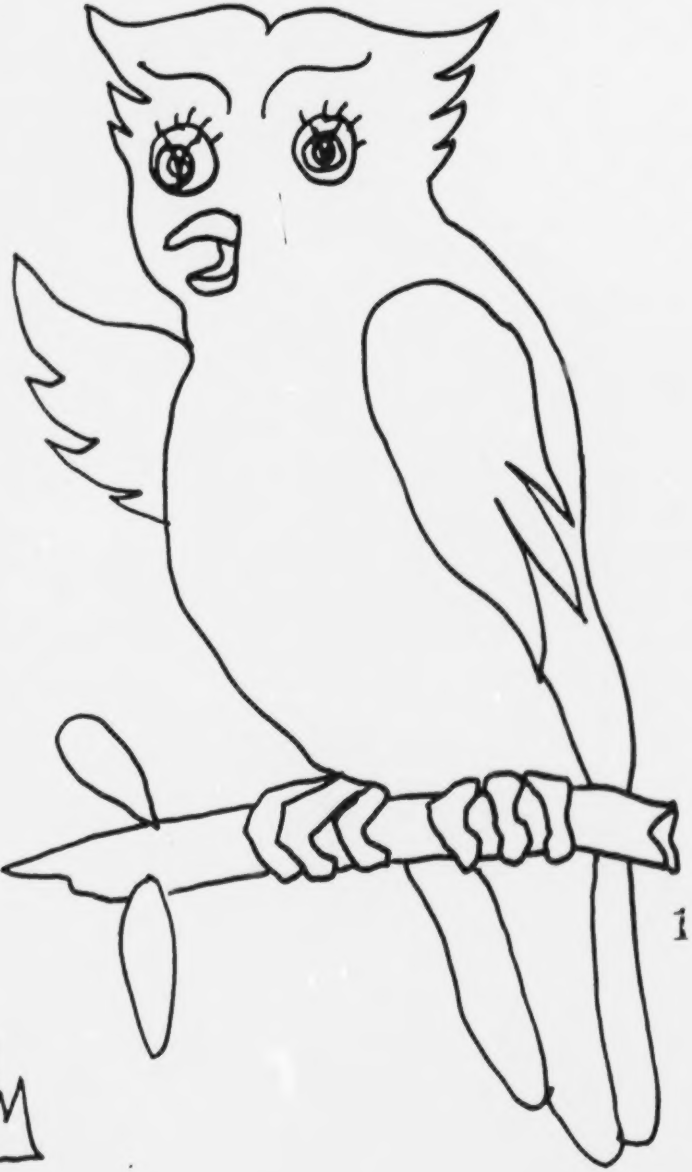

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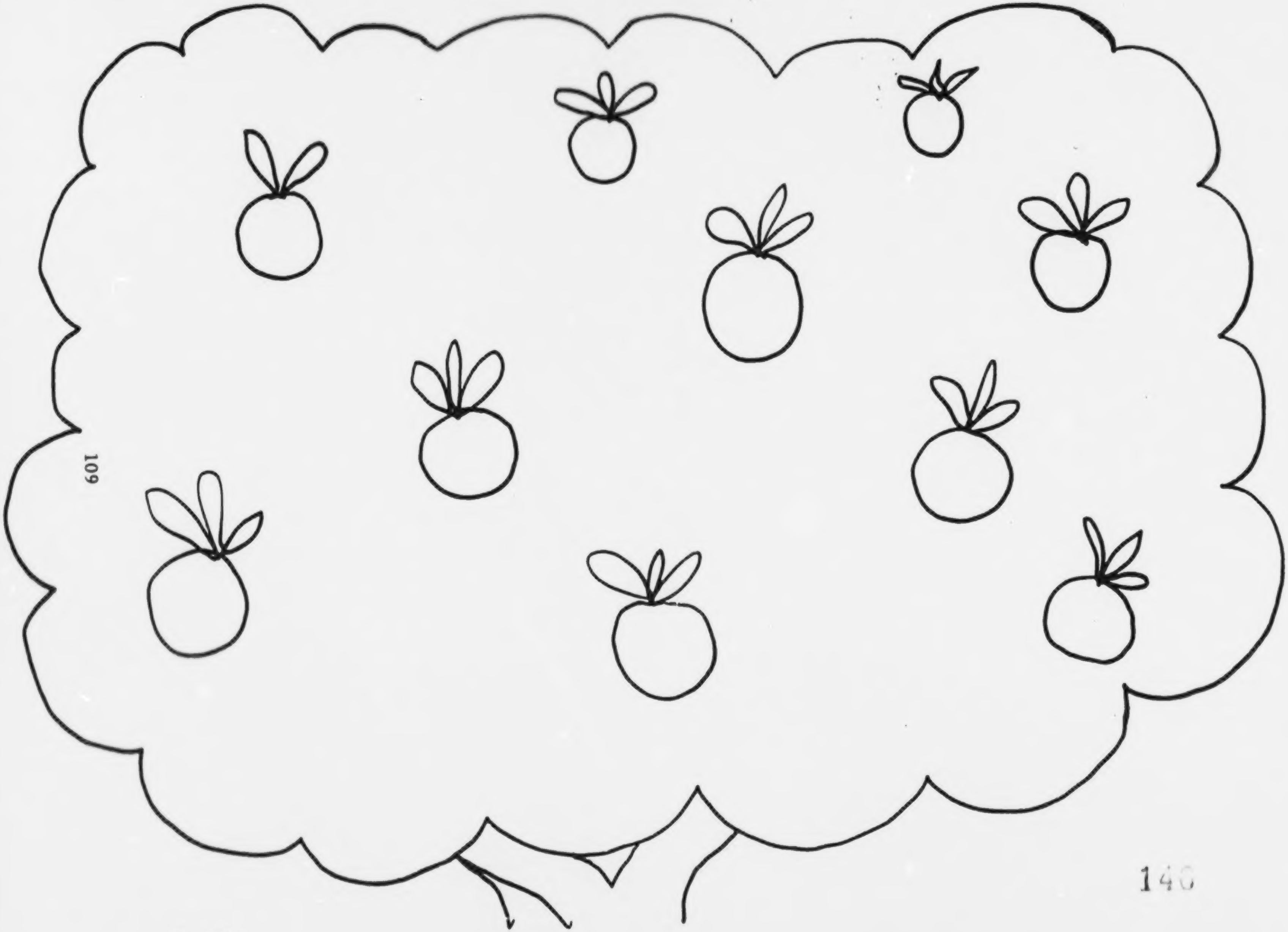
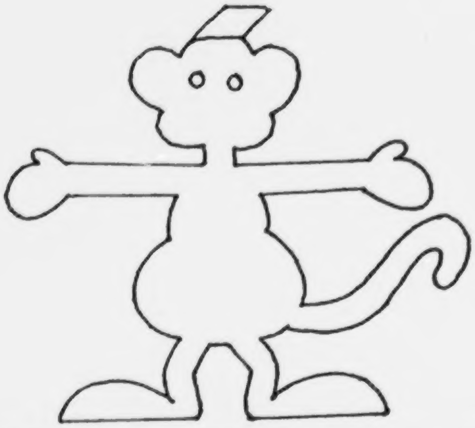


Molly the Monkey and the Crocodile

Materials:

- ☐ pattern for Molly the Monkey on page 24 (Duplicate on brown construction paper.)
- ☐ pattern for the crocodile on page 24 (Duplicate on green construction paper.)
- ☐ scissors



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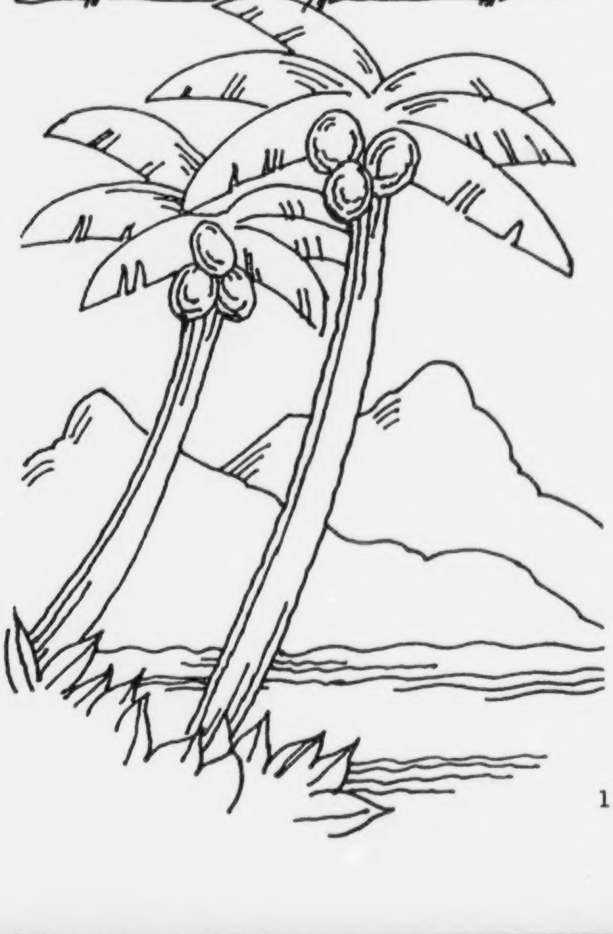


Story:

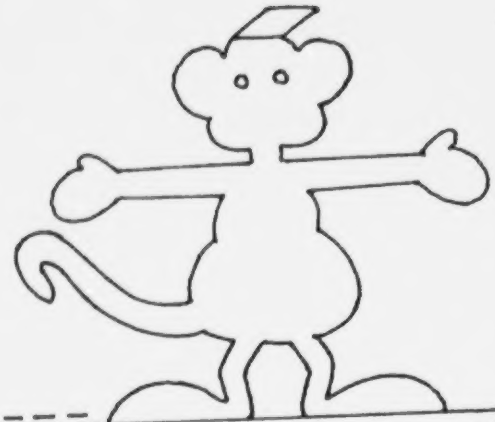
(As you begin to tell the story, cut out the monkey and fold back tab; make Molly jump back and forth.)

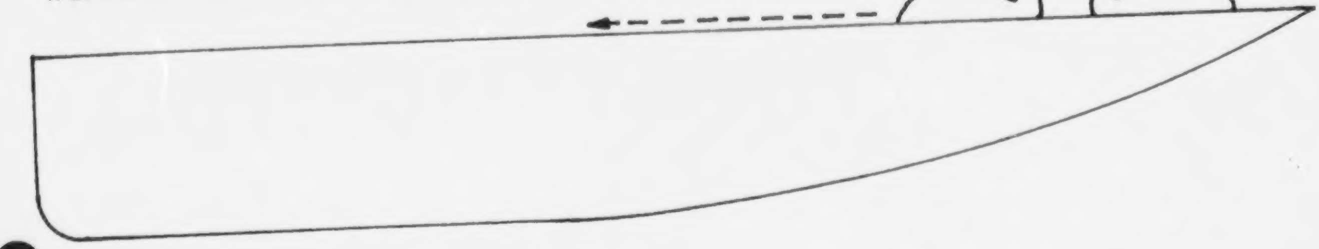
Molly was a little monkey who lived at the edge of the Big Jungle. Like all monkeys, Molly spent most of her time looking for something to eat. Molly would eat just about any kind of food. But what she liked best of all was a big, fat coconut. She liked to break open the coconut with a big rock, and drink the lovely white milk, and chew the white sweet stuff inside the shell. What a treat! But she didn't find coconuts very often.

One day, a friend told Molly that he knew where there were some especially fine coconut trees. The coconuts on these trees were so big that just one of them would feed a hungry monkey for a whole week. That sounded fine to Molly! She asked her friend where the coconuts were to be found and her friend said, "Oh, all you have to do is go through the Big Jungle and across the Big Mountains. Then you just swim across the Big River, and there are the coconut trees, right on the other side." Now, you might wonder, if it was that easy to get the coconuts, why didn't all the other monkeys go and get them, too? But Molly didn't think about that. All she could think about was how good those coconuts would taste.

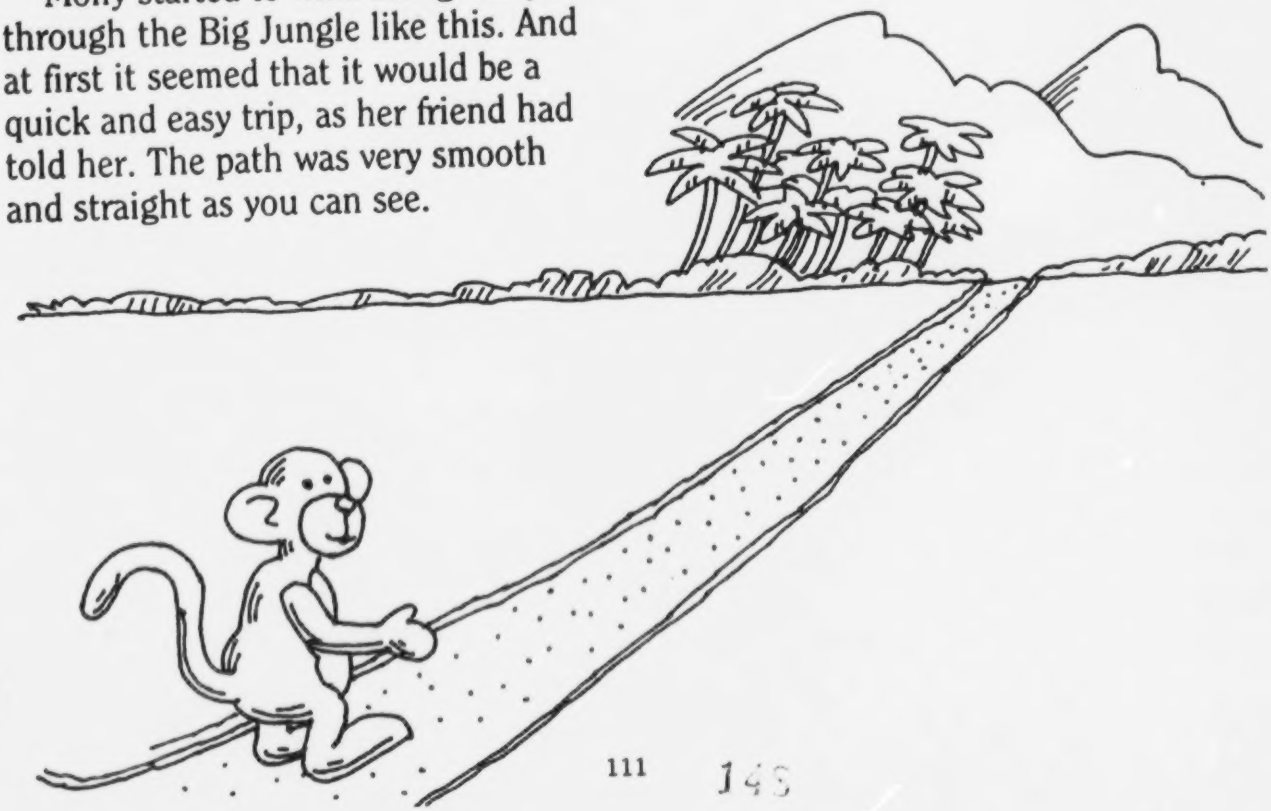
Molly knew very well that her mother would never let her go so far from home all by herself, so she decided that she would just hurry off and get the coconuts and run right back before Mother had a chance to miss her. After all, her friend had said it was easy to get to those coconuts! I'm sorry to say that Molly wasn't always a smart monkey!

(Fold green paper lengthwise, cut out the shape shown below, and begin moving Molly across the top of it. Note: The view from the audience is shown below.)



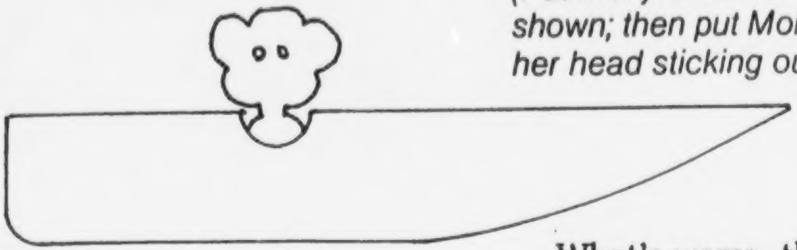


Molly started to walk along the path through the Big Jungle like this. And at first it seemed that it would be a quick and easy trip, as her friend had told her. The path was very smooth and straight as you can see.



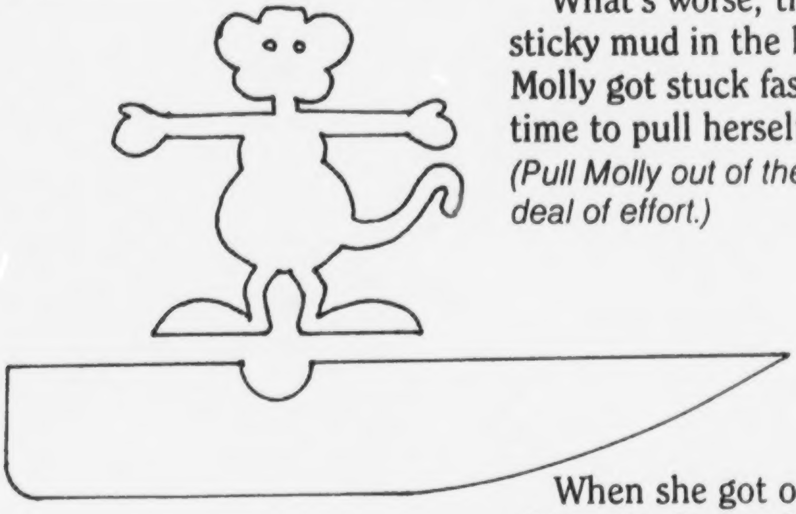
But all of a sudden—Molly fell into a big hole! Whoops! Where are you, Molly?

(Put Molly down while you cut hole as shown; then put Molly in the hole with just her head sticking out.)



What's worse, that hole had some sticky mud in the bottom of it, and Molly got stuck fast. It took her a long time to pull herself free.

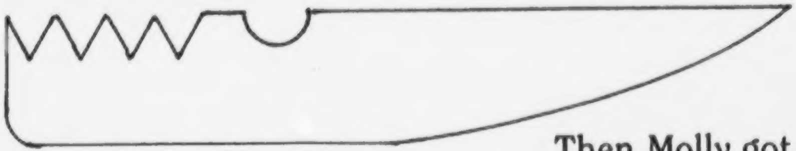
(Pull Molly out of the hole with a great deal of effort.)



When she got out, she was wet and dirty. She had to lie down and dry herself in the sun before she could go on.

(Molly lies down in your lap while you cut the Big Mountains as shown.)

The Big Mountains

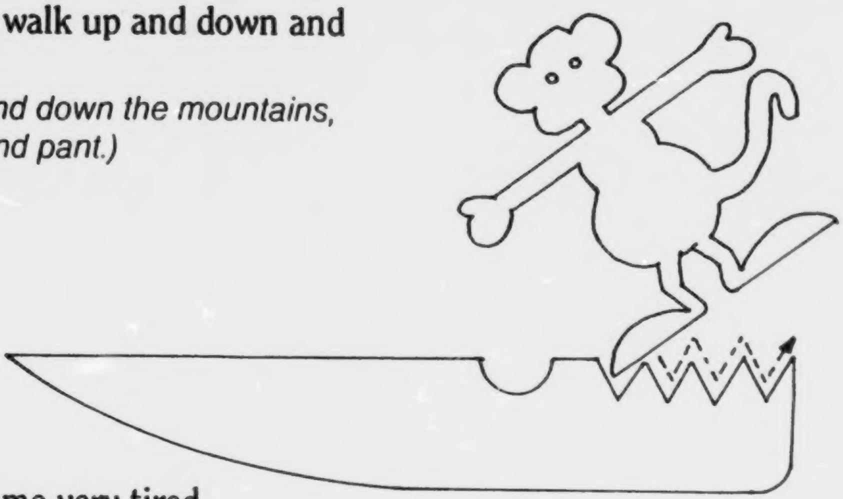


Then Molly got up and began to walk again. Now she could see the Big Mountains up ahead.

(Molly reaches the Big Mountains.)

She began to walk up and down and up and down—

(Molly goes up and down the mountains, pausing to puff and pant.)

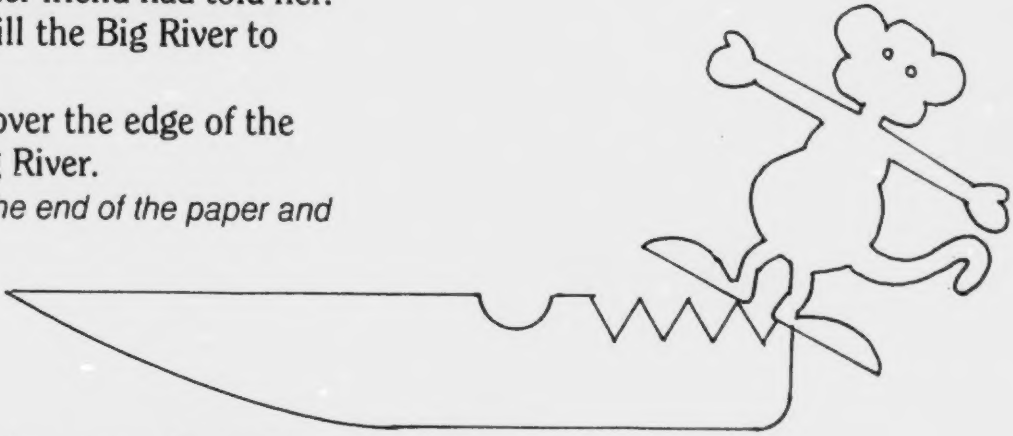


—until she became very tired.

Well, when she finally got to the end of the mountains, Molly started to think that this trip wasn't going to be quite as easy as her friend had told her. And there was still the Big River to cross!

Molly looked over the edge of the land into the Big River.

(Molly stands on the end of the paper and looks down.)



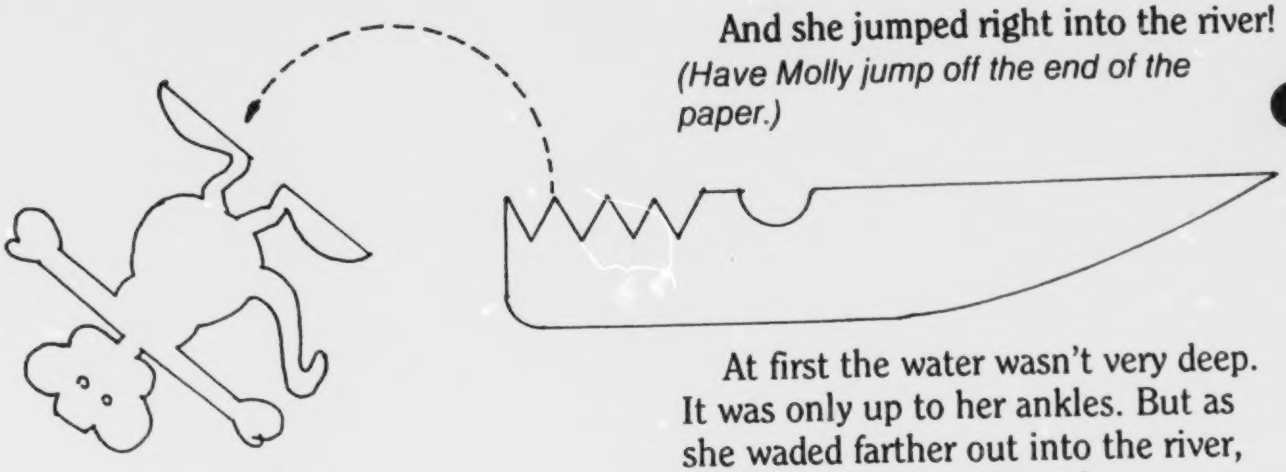
Does Molly look nervous to you? Well, she should be! I'll tell you a little secret about Molly; she doesn't know how to swim!

(Molly teeters on the edge of the paper.)

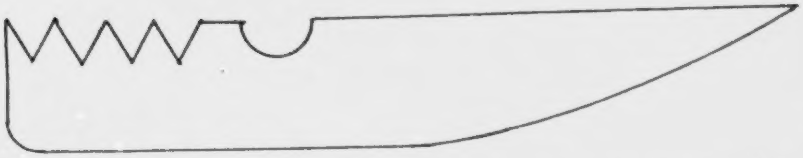
Oh, Molly, no! Don't do it! Don't jump into the river!

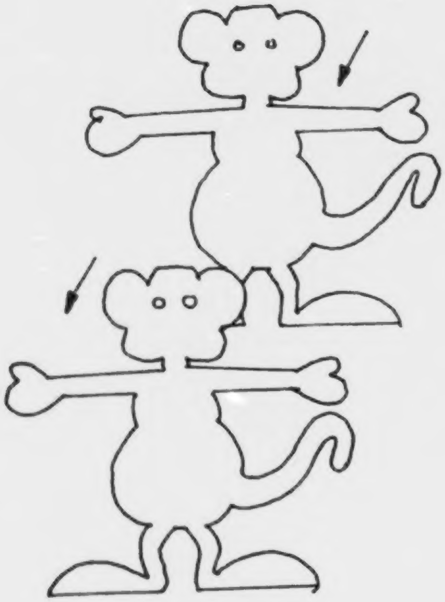
But Molly couldn't think of anything but those coconuts on the other side of the river, and she thought, "I'll do anything to get those beautiful coconuts!"

And she jumped right into the river!
(Have Molly jump off the end of the paper.)



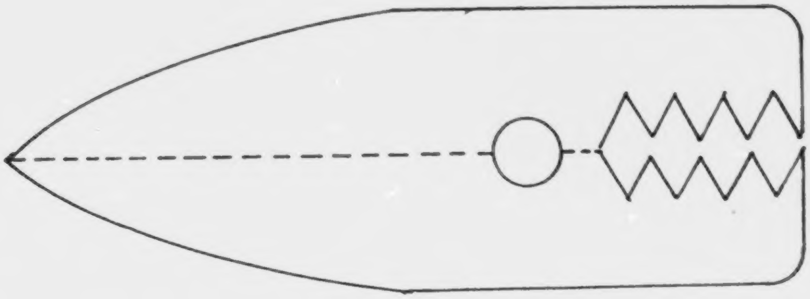
At first the water wasn't very deep. It was only up to her ankles. But as she waded farther out into the river, the water crept up to her knees.
(Molly slowly sinks.)





Then the water was up to her waist, then up to her shoulders, and then up to her ears! Molly began to shiver with fright!
(Molly shivers.)

And look! What's that thing over there in the water?
(Unfold the crocodile.)



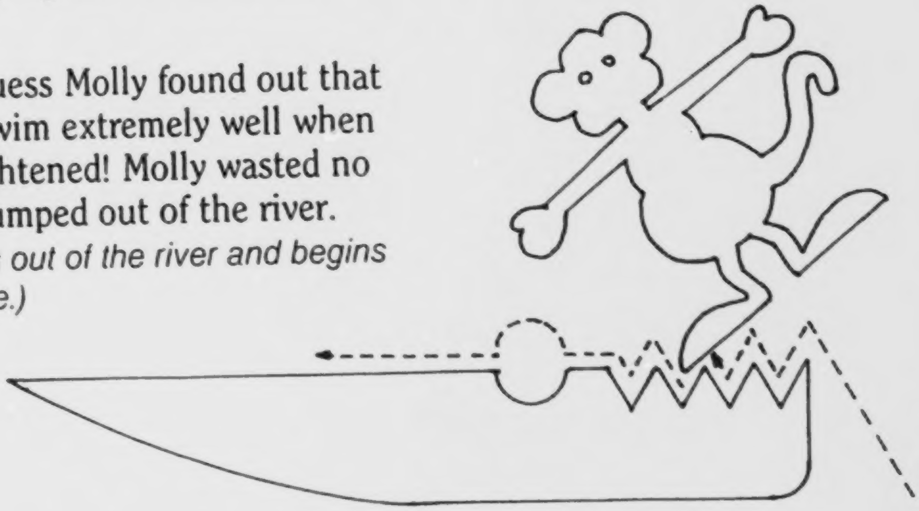
It's a crocodile!

That's the biggest crocodile I've ever seen! And it came swimming over to Molly. It came closer and closer.
(Crocodile comes closer to Molly.)

Swim, Molly! Swim!
(Have the crocodile chase Molly around and around, and then put them both behind your back and fold the crocodile up again.)

Molly, where are you? Did you get away?
(Molly slowly comes out from behind your back, and so does the crocodile, who is now folded up again to become the jungle.)

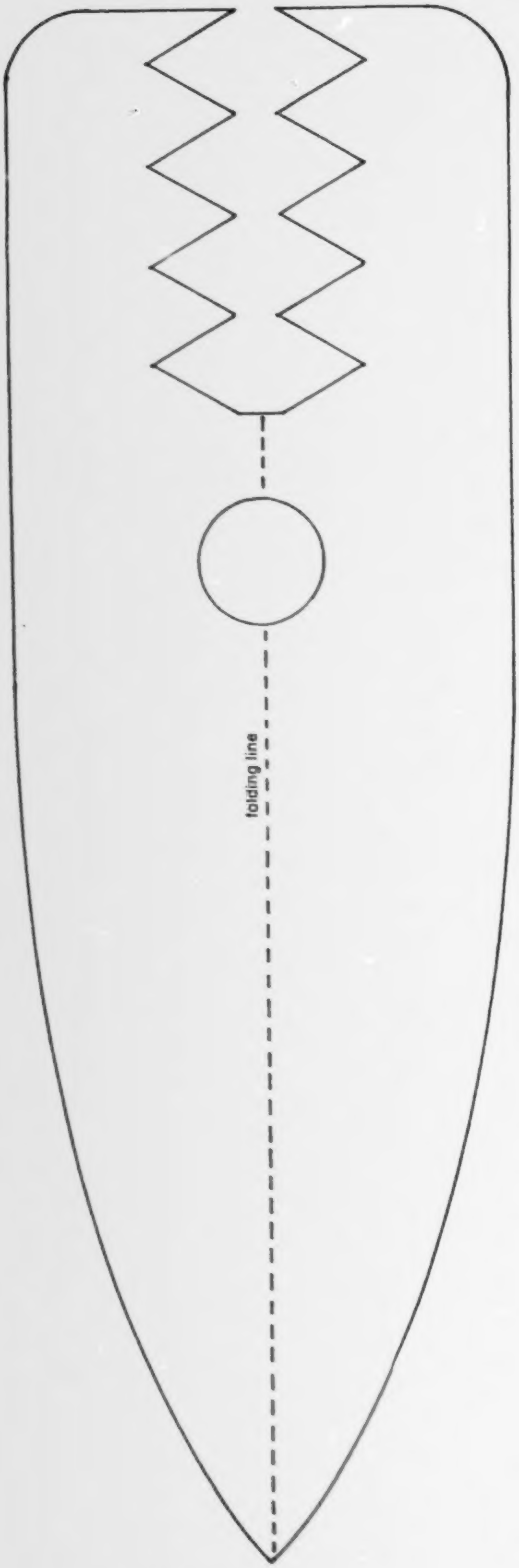
Well, I guess Molly found out that she could swim extremely well when she was frightened! Molly wasted no time. She jumped out of the river.
(Molly jumps out of the river and begins the trip home.)



She ran up and down and up and down over the Big Mountains. She jumped over the muddy hole. And she raced through the Big Jungle as fast as she could go, until she was safe at home again.

And Molly the Monkey, then and there, promised her mother she would never go that far away from home again—not even for the biggest and best coconuts in the whole world!

Patterns for "Molly the Monkey and the Crocodile"


folding line

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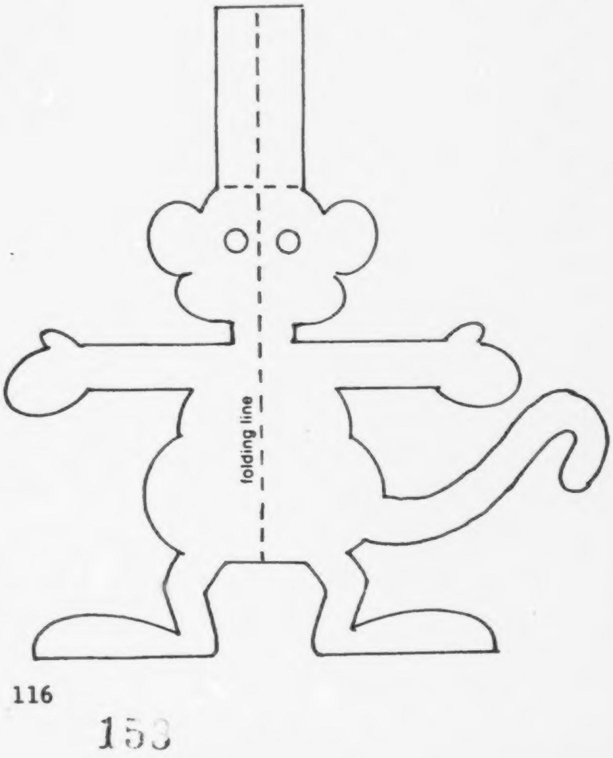
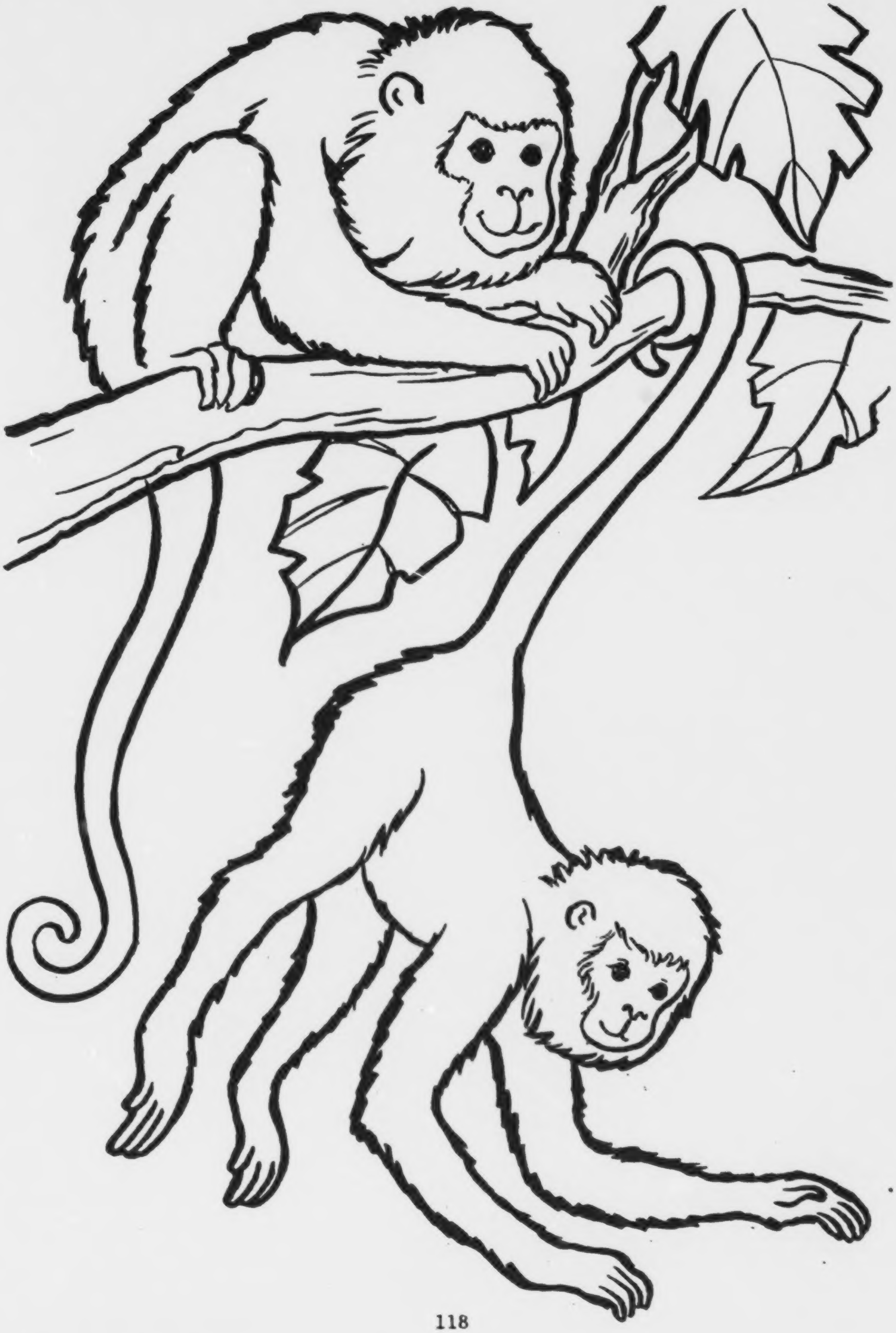

folding line

TEN LITTLE MONKEYS
(sung to "10 Little Indians")

One little, two little, three little monkeys.
Four little, five little, six little monkeys.
Seven little, eight little, nine little monkeys.
Ten little monkeys swinging in the tree.

Ten little, nine little, eight little monkeys.
Seven little, six little, five little monkeys.
Four little, three little, two little monkeys.
One little monkey swinging in the tree.



All Kinds of Animals
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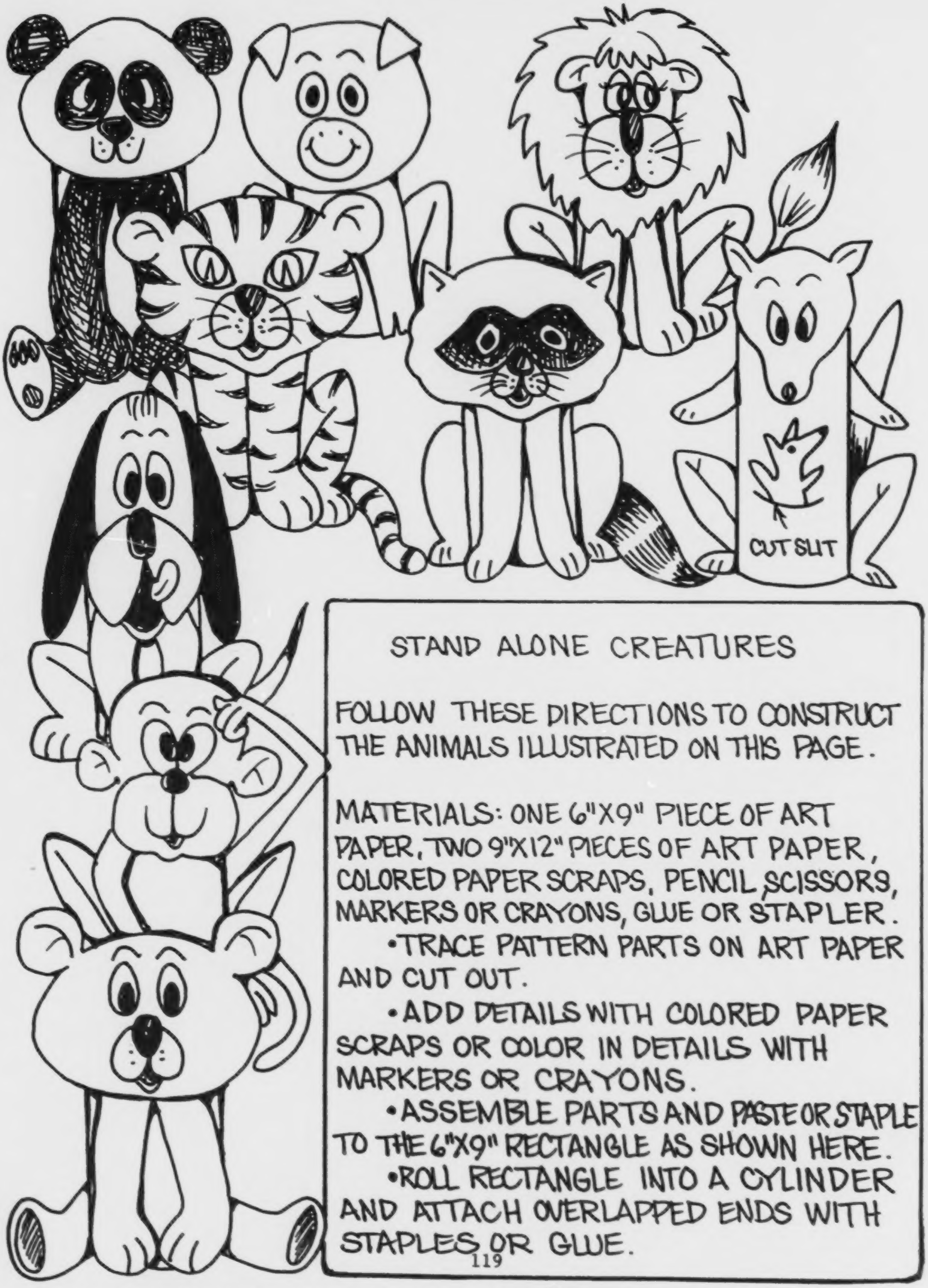
MIKKY MUNKEY



STAND ALONE CREATURES

FOLLOW THESE DIRECTIONS TO CONSTRUCT THE ANIMALS ILLUSTRATED ON THIS PAGE.

MATERIALS: ONE 6"X9" PIECE OF ART PAPER, TWO 9"X12" PIECES OF ART PAPER, COLORED PAPER SCRAPS, PENCIL, SCISSORS, MARKERS OR CRAYONS, GLUE OR STAPLER.

- TRACE PATTERN PARTS ON ART PAPER AND CUT OUT.
- ADD DETAILS WITH COLORED PAPER SCRAPS OR COLOR IN DETAILS WITH MARKERS OR CRAYONS.
- ASSEMBLE PARTS AND PASTE OR STAPLE TO THE 6"X9" RECTANGLE AS SHOWN HERE.
- ROLL RECTANGLE INTO A CYLINDER AND ATTACH OVERLAPPED ENDS WITH STAPLES OR GLUE.

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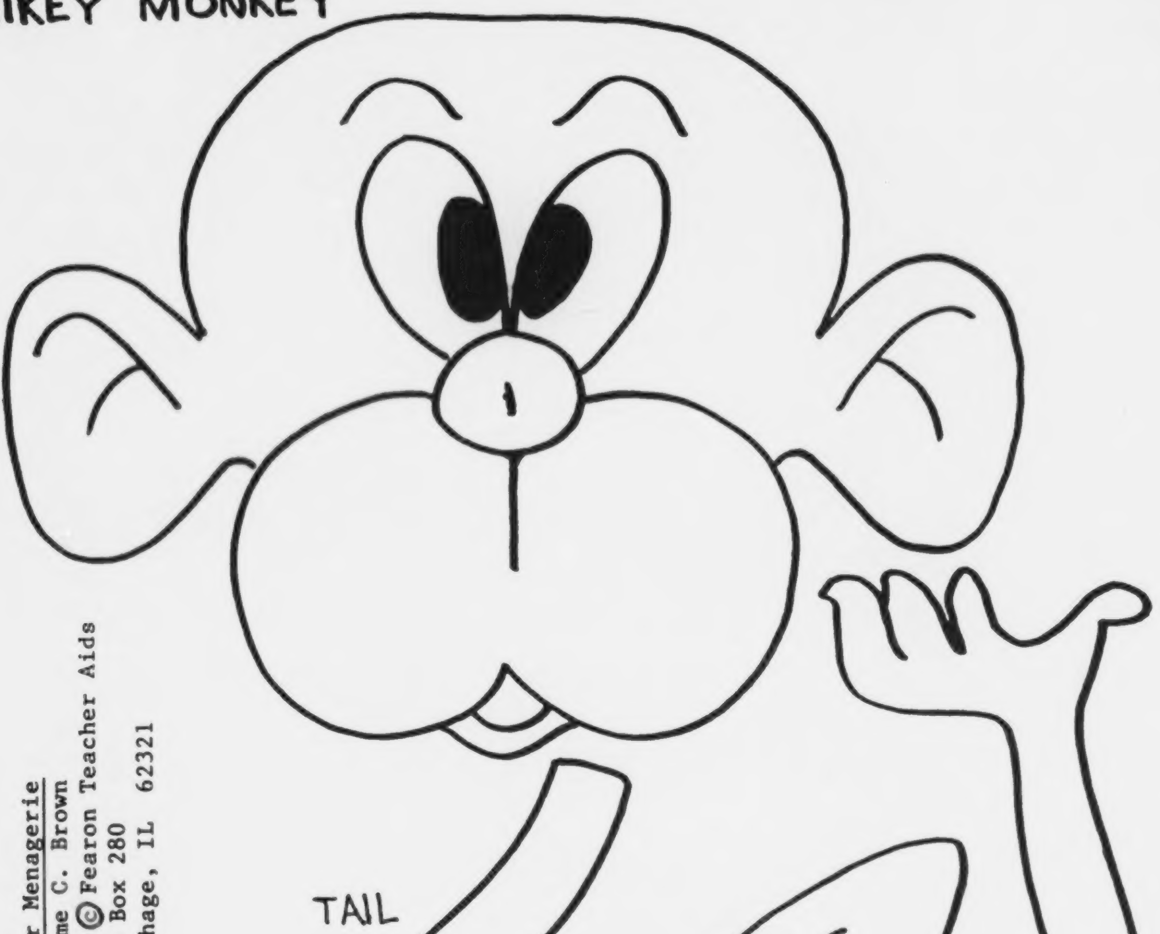
MIKEY MONKEY


TAIL
HIND LEG (CUT TWO)
ARM (CUT TWO)

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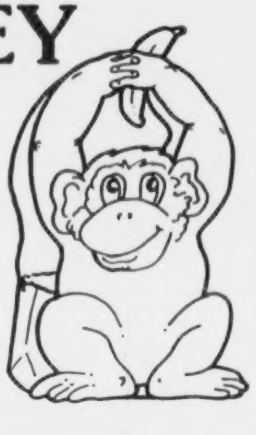
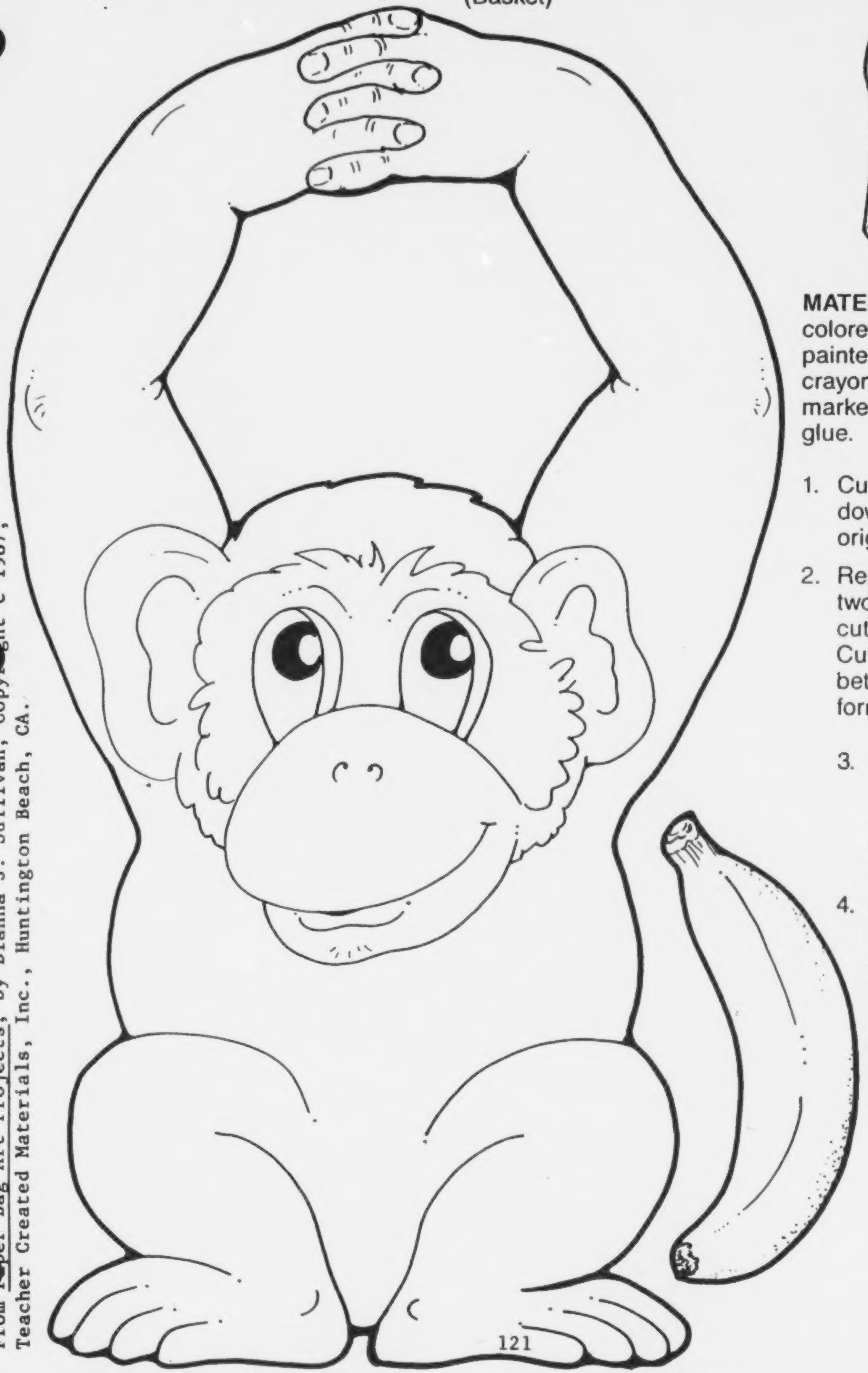
MARVELOUS MONKEY

(Basket)

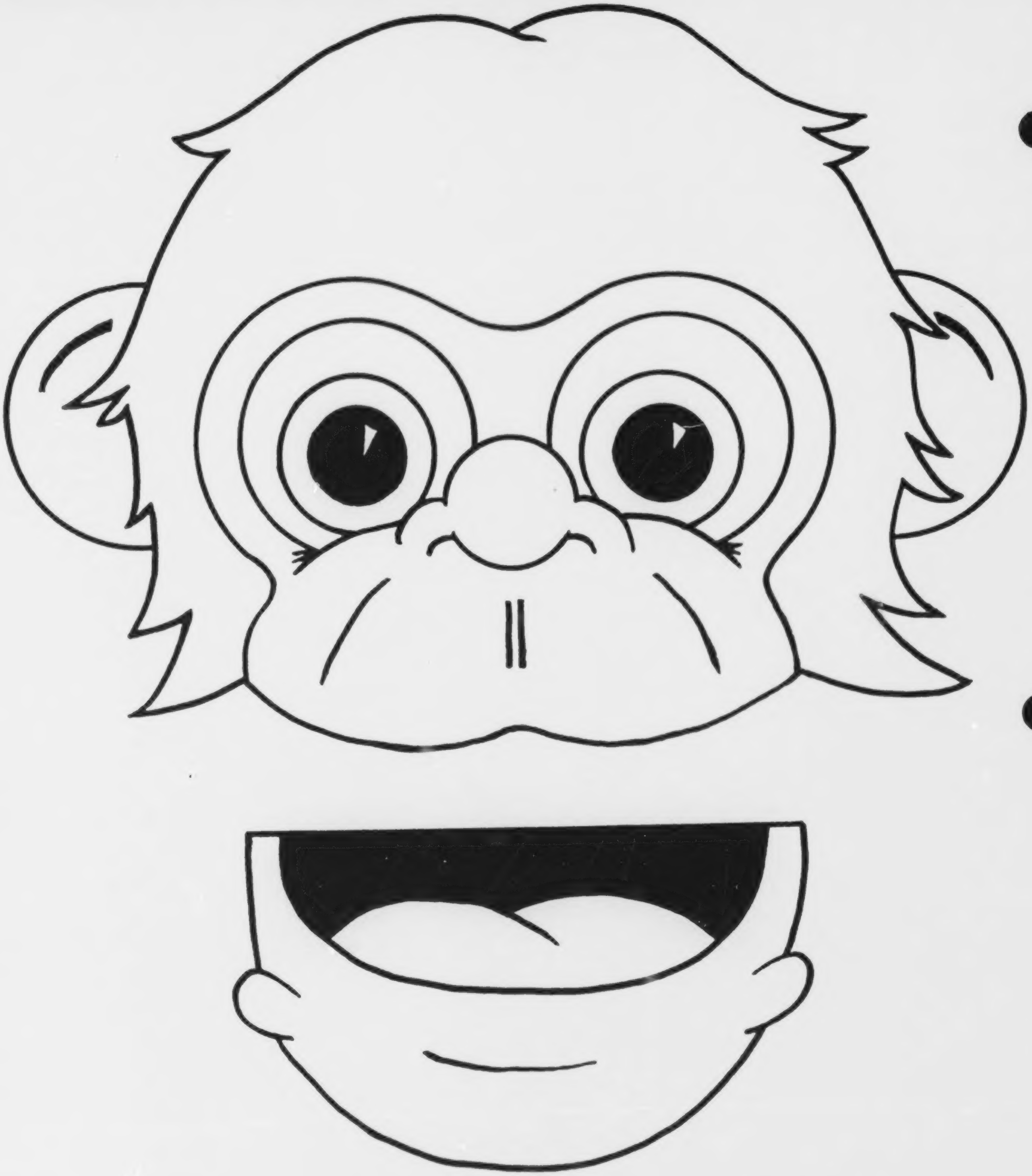




MATERIALS: One colored or spray painted sack, crayons or markers, scissors, glue.

1. Cut the paper bag down to half of its original size.
2. Reproduce this page two times; color and cut out all the pieces. Cut out the space between the arms to form a handle.
3. Glue the monkeys to the front and back of the sack.
4. Glue the bananas and the monkeys' hands together with the bananas in between.

From per Bag Art Projects, by Dianna J. Sullivan, Copy ght c 1987, Teacher Created Materials, Inc., Huntington Beach, CA.



CHIMPANZEE

JI 8661 African Animals
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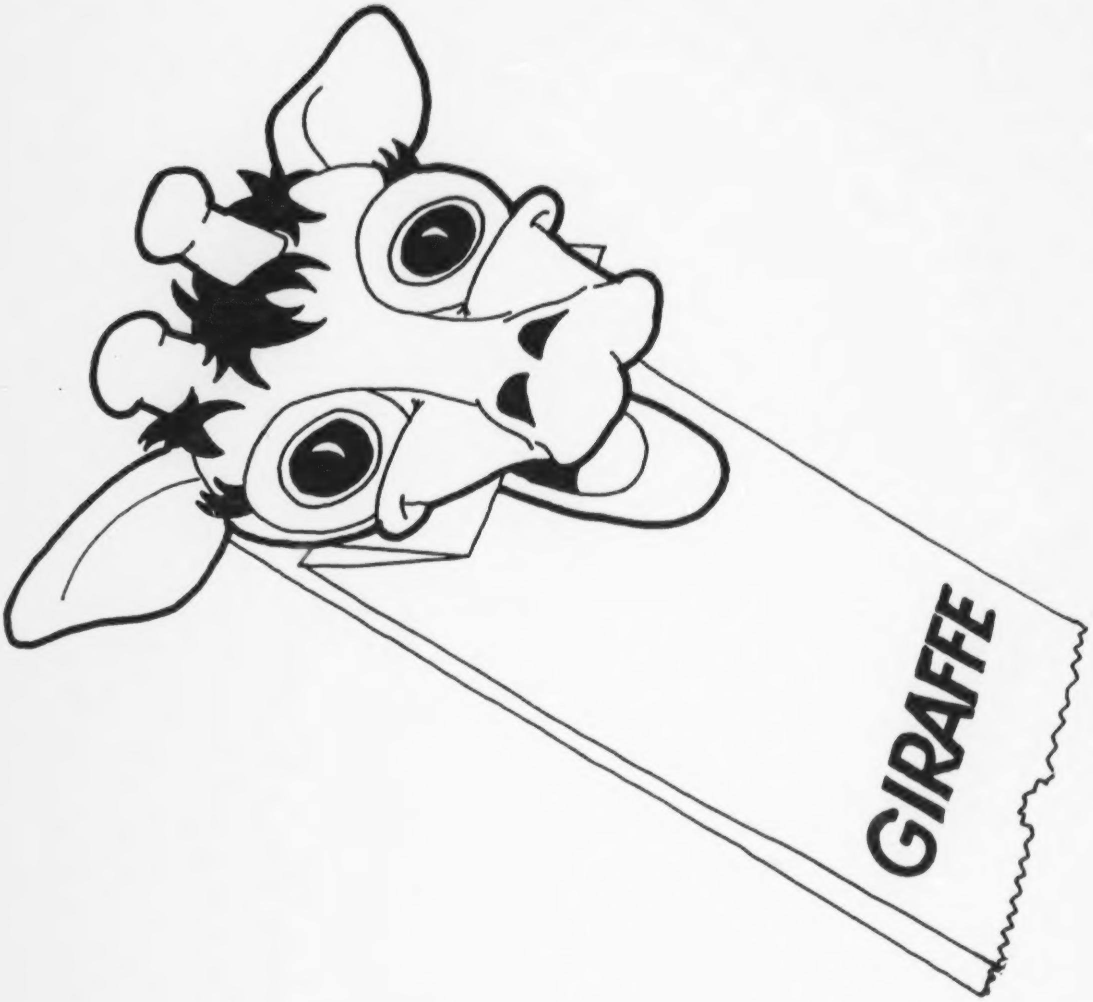
ASSEMBLY



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THEME: MONSTER MASH

AGE RANGE: Preschool - Kindergarten

BOOKS:
Hutchins, Pat. Where's The Baby.
Mayer, Mercer. There's a Nightmare in My Closet.
Mayer, Mercer. There's an Alligator Under My Bed.
Morgan, Michael. The Monster is Coming!
Ross, Tony. I'm Coming to Get You.
Sendak, Maurice. Where the Wild Things Are.
Wylie, Joanne & David. Do You Know Where Your Monster is Tonight?.

POEMS:
"Afraid of the Dark"
"A Night I Had Trouble Falling Asleep"
"The Monster"

SONGS:
"Midnight Monsters"
"Off to Bed We Go"

FLANNELBOARD: "Five Friendly Beasts"

ACTIVITIES: Monster Games

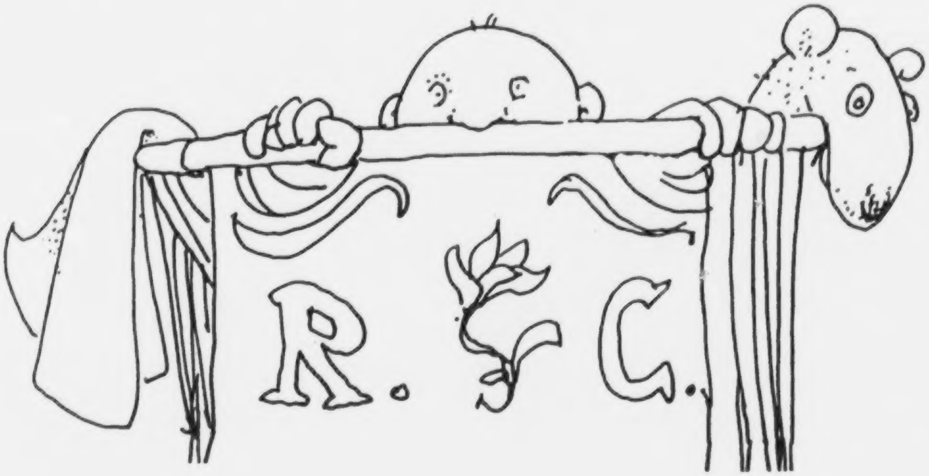
HANDOUTS: Monster Puppet Craft

SNACK: Monster Snack

BULLETIN BOARD: Monsters Devour Books

AFRAID OF THE DARK

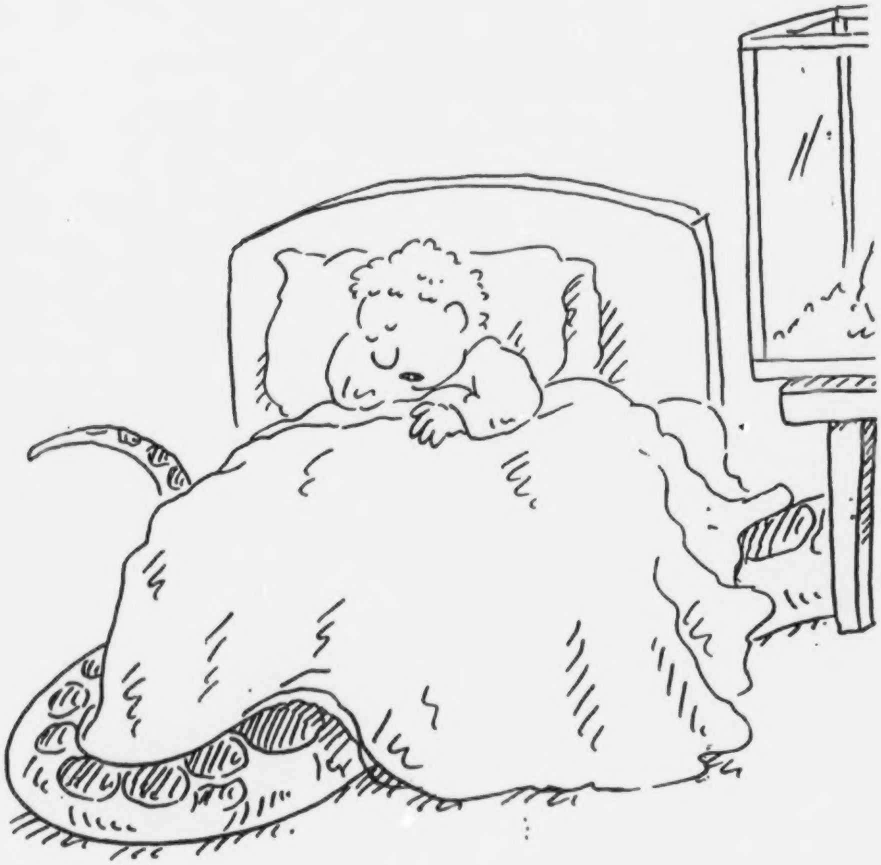
I'm Reginald Clark, I'm afraid of the dark
So I always insist on the light on,
And my teddy to hug,
And my blanket to rub,
And my thumby to suck or to bite on.
And three bedtime stories,
Two trips to the toilet,
Two prayers, and five hugs from my mommy,
I'm Reginald Clark, I'm afraid of the dark
So please do not close this book on me.



From Where The Sidewalk Ends, by Shel Silverstein, Copyright 1974,
Harper and Row, New York, N.Y.

A NIGHT I HAD TROUBLE FALLING ASLEEP

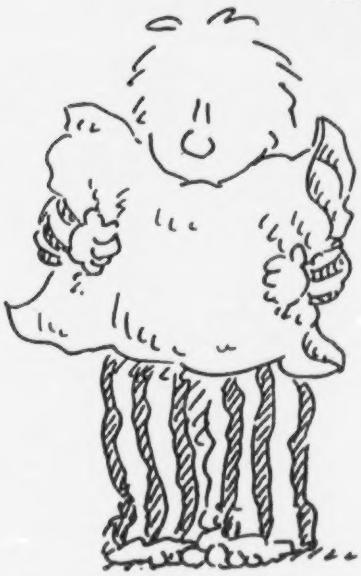
I had a sleep-over at Eliot's house.
"I've lost my pet," he said.
"So please wake me up in the middle of the night
If you find a big snake in your bed."



From The Butterfly Jar, by Jeff Moss, Copyright 1989,
Bantam Books, New York, N.Y.

THE MONSTER

There was a time when I was small
That every night in bed
A monster used to come
And want to bite me in the head.
But I could trick him every time
As easy as could be,
I'd just crawl in and put my head
Down where my feet should be.
That so confused the monster
As he lifted up the sheet,
He would go home sad and hungry
'Cause he hated eating feet.
Yes, every night he found my toes
And that was such a bore,
He left for good
And now he doesn't bug me anymore.



(I think he's after my sister, though.)

From The Butterfly Jar, by Jeff Moss, Copyright 1989,
Bantam Books, New York, N.Y.

MIDNIGHT MONSTERS

Sung to: "My Bonnie Lies Over the Ocean"

Sometimes when we go to bed
And try to fall asleep,
We know that big hairy monsters
Into our room do creep.

Creep, creep, creep, creep,
Yes, into our room they creep.
Creep, creep, creep, creep,
Yes, into our room they creep.

We cover our eyes when they come,
But sometimes we chance a peek.
Those silly old monsters are dancing,
Across the room they leap.

Leap, leap, leap, leap,
Across the room they leap.
Leap, leap, leap, leap,
Across the room they leap.

We really must go to sleep now,
It's getting so late at night.
The only way to scare monsters
Is to turn back on the light.

Turn, turn, turn, turn,
We'll turn back on the light.
Turn, turn, turn, turn,
We'll turn back on the light.

The monsters all are gone now,
We really must get some sleep.
We'll turn off the light now
And not make another peep.

Peep, peep, peep, peep,
We'll not make another peep.
Peep, peep, peep, peep,
We'll not make another peep.

Jean Warren
Mini-Mini Musicals
Warren Publishing House, Inc.

OFF TO BED WE GO

Sung to: "The Farmer in the Dell"

Oh, off to bed we go,
Off to bed we go.
Heigh-ho the derry-oh,
Off to bed we go.

Let's sing as we go,
Let's sing as we go.
Heigh-ho the derry-oh,
Let's sing as we go.

We're not afraid to go,
We're not afraid to go.
Heigh-ho the derry-oh,
We're not afraid to go.

First we'll jump in bed,
Then lay down our heads.
Heigh-ho the derry-oh,
We'll lay down our heads.

We'll cover up real tight,
Then turn out the light.

(Narrator turns off lights.)

Heigh-ho the derry-oh,
We'll turn out the light.

It's pretty dark in here,
We've nothing to fear.
Heigh-ho the derry-oh,
We've nothing to fear.

Did you hear a sound?
We better check around.
Heigh-ho the derry-oh,
We better check around.

Jean Warren
Mini-Mini Musicals ⓒ 1987,
Warren Publishing House, Inc.

Five Friendly Furry Beasties

Deep, deep in the forest,
    Where the trees are so green,
Five friendly furry beasties,
    Can frequently be seen.

The first beastie lives in a tree so high,
And he giggles and winks when you walk by.

The second beastie really is extremely shy,
But if you're very nice she'll look you in the eye.

The third beastie likes to tell silly riddles,
And he loves to eat so he's fat around the middle.

The fourth beastie likes to pretend she can growl,
But she stops just as soon as you give her a scowl.

The fifth beastie must be the most fun of all,
And if you play with her, you're sure to have a ball.

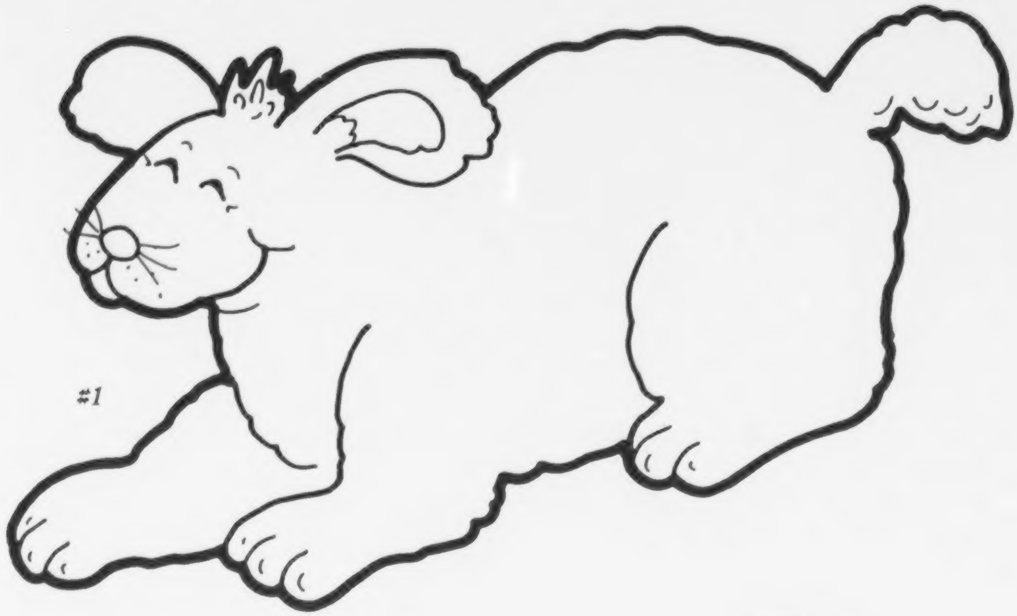
Deep, deep in the forest,
    Where the trees are so green,
Five friendly furry beasties,
    Can frequently be seen.

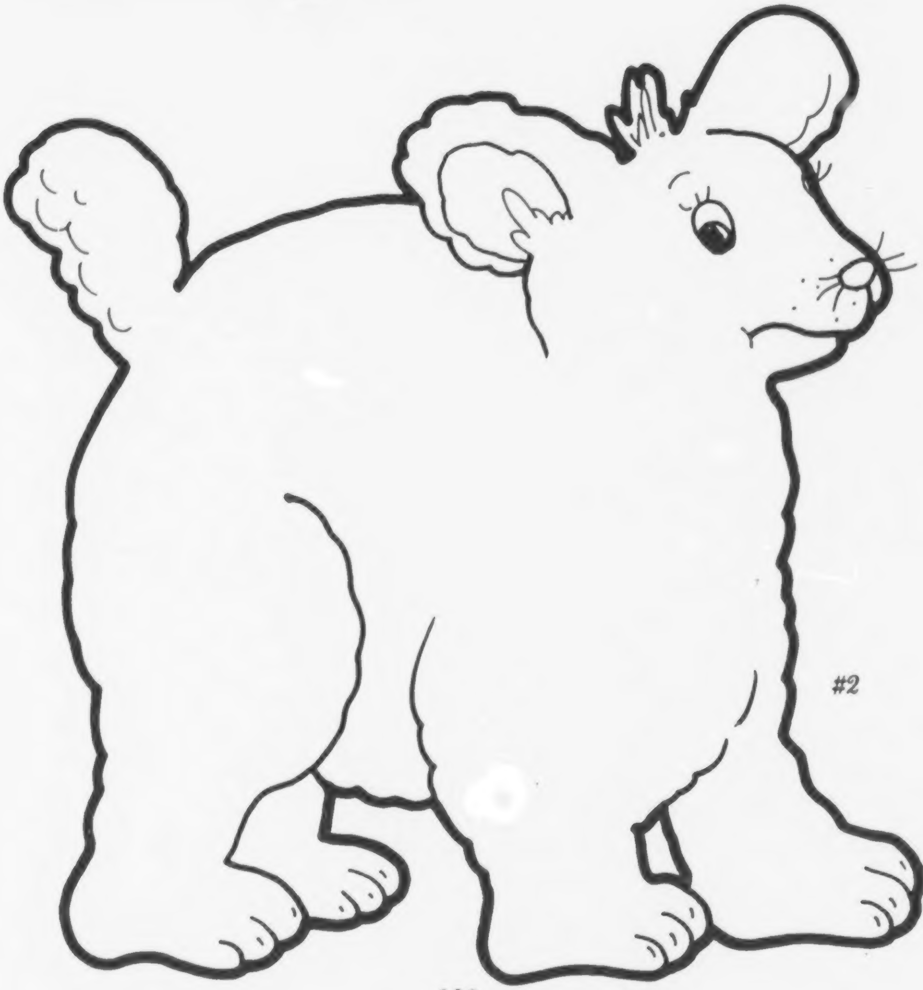
Use the Five Friendly Furry Beasties (see patterns on pages 19 to 20) as stick puppets. Make from construction paper or tag board, color with markers, and glue or staple to a tongue depressor. For durability, laminate or cover with clear contact paper.

From Super Story Telling: Creative Ideas using Finger Plays, Flannel Board Stories, Pocket Stories, and Puppets With Young Children, by Carol Elaine Catron and Barbars Catron Parks, Copyright © 1986, T. S. Denison & Co., Inc., Minneapolis, Minnesota.

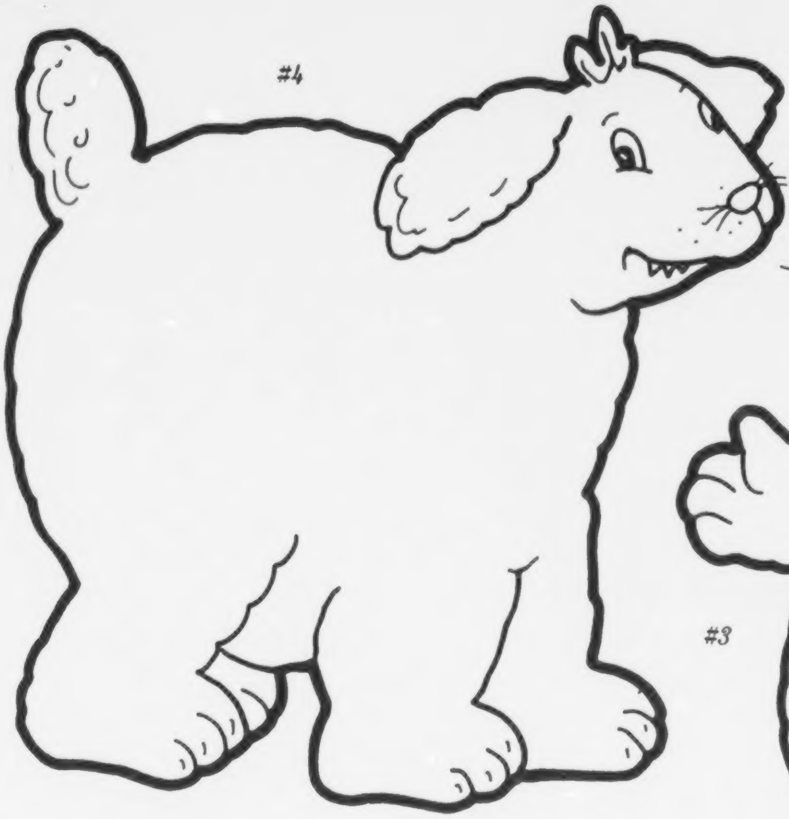
Permission granted.

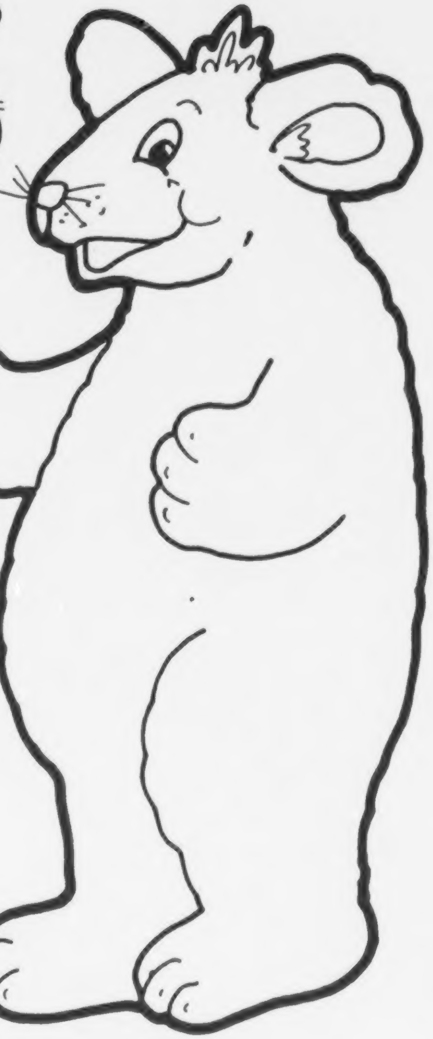
"Five Friendly Furry Beasties" – Stick Puppets

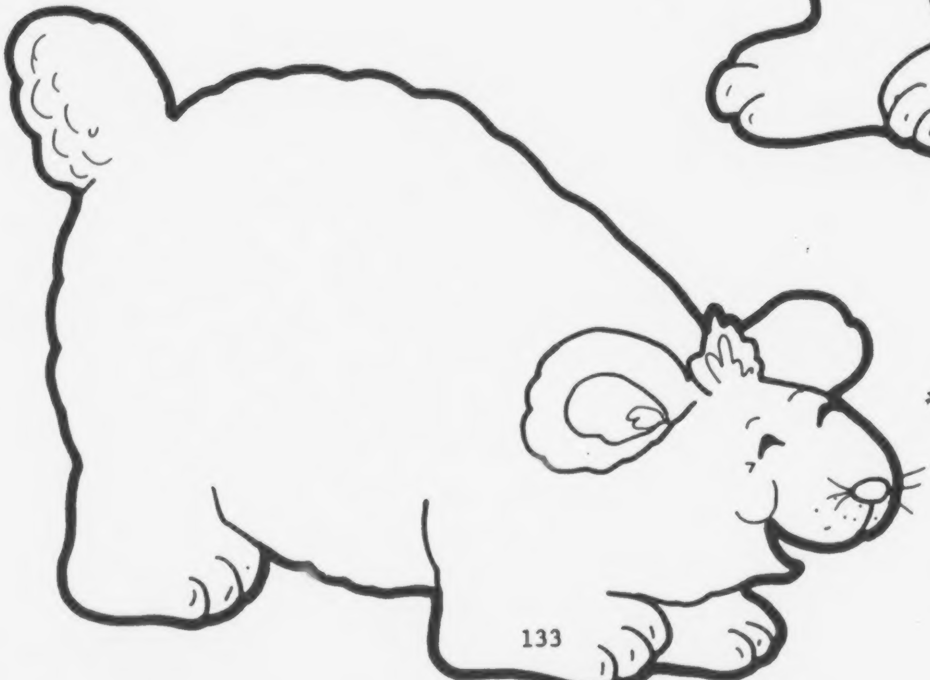




"Five Friendly Furry Beasties" – Stick Puppets







Monster Games

WHERE THE WILD THINGS ARE CIRCLE

The children form a circle. A child playing Max stands in the middle of the circle. The other children play "Wild Things" who walk around the circle dancing and chanting "Wild Thing, Wild Thing, Max is a Wild Thing." Max may join in. Let the children create their own dance. The monsters may wear the paper bag masks to help them get into their parts, and Max may wear the crown (see Monster Crafts).

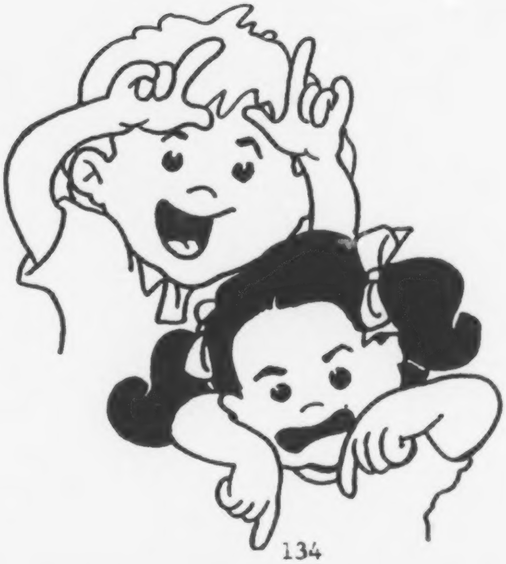
An alternative is to play the recorded music that accompanies the book. The children pretend they're "Wild Things" having a party. Before beginning the music, suggest that the children do the following actions: stomp feet, wave arms, turn around, make faces, wiggle fingers, hop on one foot, jump up and down and leap. The children will probably be able to invent other appropriate actions as well.

MONSTER EXERCISES

Pretend you are monsters wanting to get fit. You'll exercise to the following song. If necessary, before singing explain the meaning of words such as "fangs." You can do this by demonstrating the exercise: touch your "horns," your "fangs," and so on as each part is mentioned in the song. When the children join in, start slowly and then repeat, going faster and faster each time.

Horns and Fangs
(Tune: "Head and Shoulders")

Horns and fangs,
knees and claws,
knees and claws.
Horns and fangs,
knees and claws,
knees and claws.
Eyes and ears and tail and paws,
Horns and fangs,
knees and claws,
knees and claws.



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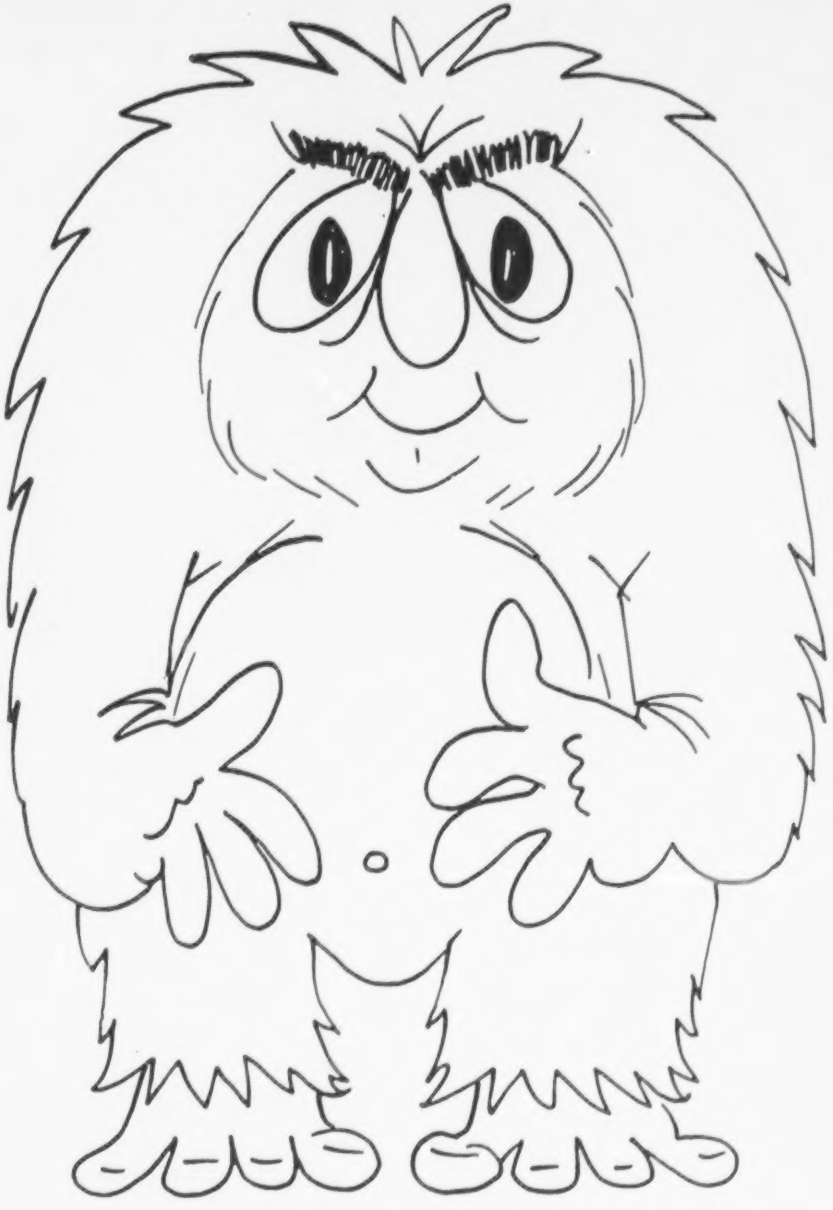


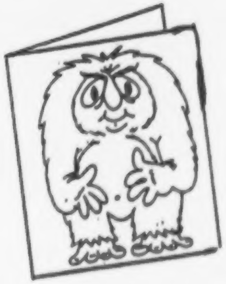
FOLDED PAPER PUPPET

MATERIALS

9" x 12" ART PAPER
PENCIL
BLACK FELT-TIP PEN
CRAYONS
SCISSORS
STAPLER

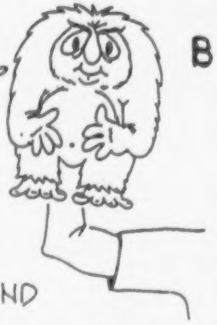
Monster Puppet Craft
from: Puppets & Mobiles
Jerome C. Brown
1983 © Fearon Teacher Aids
P.O. Box 280
Carthage, IL 62321

A



PROCEDURE

1. FOLD 9"X 12" ART PAPER IN HALF.
2. CUT OUT PUPPET PATTERN AND TRACE ON ONE FOLDED SIDE OF PAPER, OR DRAW YOUR OWN SHAPE (FIG. A).
3. OUTLINE PUPPET SHAPE WITH BLACK FELT-TIP PEN, THEN COLOR IN WITH CRAYONS.
4. WITH PAPER STILL FOLDED, CUT PUPPET OUT ON BLACK LINES. YOU WILL END UP WITH TWO PUPPET SHAPES.
5. STAPLE PUPPET SHAPES TOGETHER AROUND THE EDGES. DON'T STAPLE THE BOTTOM—LEAVE IT OPEN.
6. TO MAKE PUPPET PERFORM, INSERT HAND IN BOTTOM OPENING (FIG. B).



B

Monster Snacks

PEANUT BUTTER MONSTERS

Cut a three inch circle from whole wheat bread. Spread with peanut butter. Cut fangs from a cheese slice. The eyes are olive slices; the nose, a green grape; and the ears, carrot slices.

If you prepare the pieces ahead of time, the children can help you assemble this healthy snack.

BANANA MONSTER

Cut a banana in half. Spread peanut butter on the cut side of the banana. Stick it onto a graham cracker. Coat with multi-colored sprinkles and use two candies for eyes. It's a little messy, but great fun.

COOKIE MONSTER TREE

Prepare your favorite cookie recipe. (Rolled sugar cookies work well.) Before baking, stick a short piece of straw or an uncooked spaghetti noodle into each cookie to make a hole. After the cookies are baked, thread the hole with a piece of ribbon or yarn. Hang the cookies from a "tree" made from a branch stuck into modeling clay or nestled in a vase.

MONSTER SANDWICH

Slice a large round loaf of bread in half or thirds lengthwise. Fill with your favorite meats and cheese, or whatever else you like in a monstrous sandwich. If a real monster doesn't appear at your story hour, cut the humongous sandwich into child-size portions.

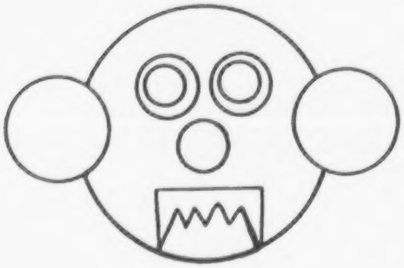
MONSTER GLOBS

(also known as "Slime Cookies")

Make green gelatin. Before it completely sets, spoon globs of the gelatin onto sugar cookies or graham crackers. Refrigerate until eating time.

MONSTER PIZZA

Follow the directions given in Alligator Snacks for making individual pizzas. Make a monster face on each pizza by using pineapple for teeth, olive rings for eyes, pepperoni slices for ears, and green pepper for the nose.



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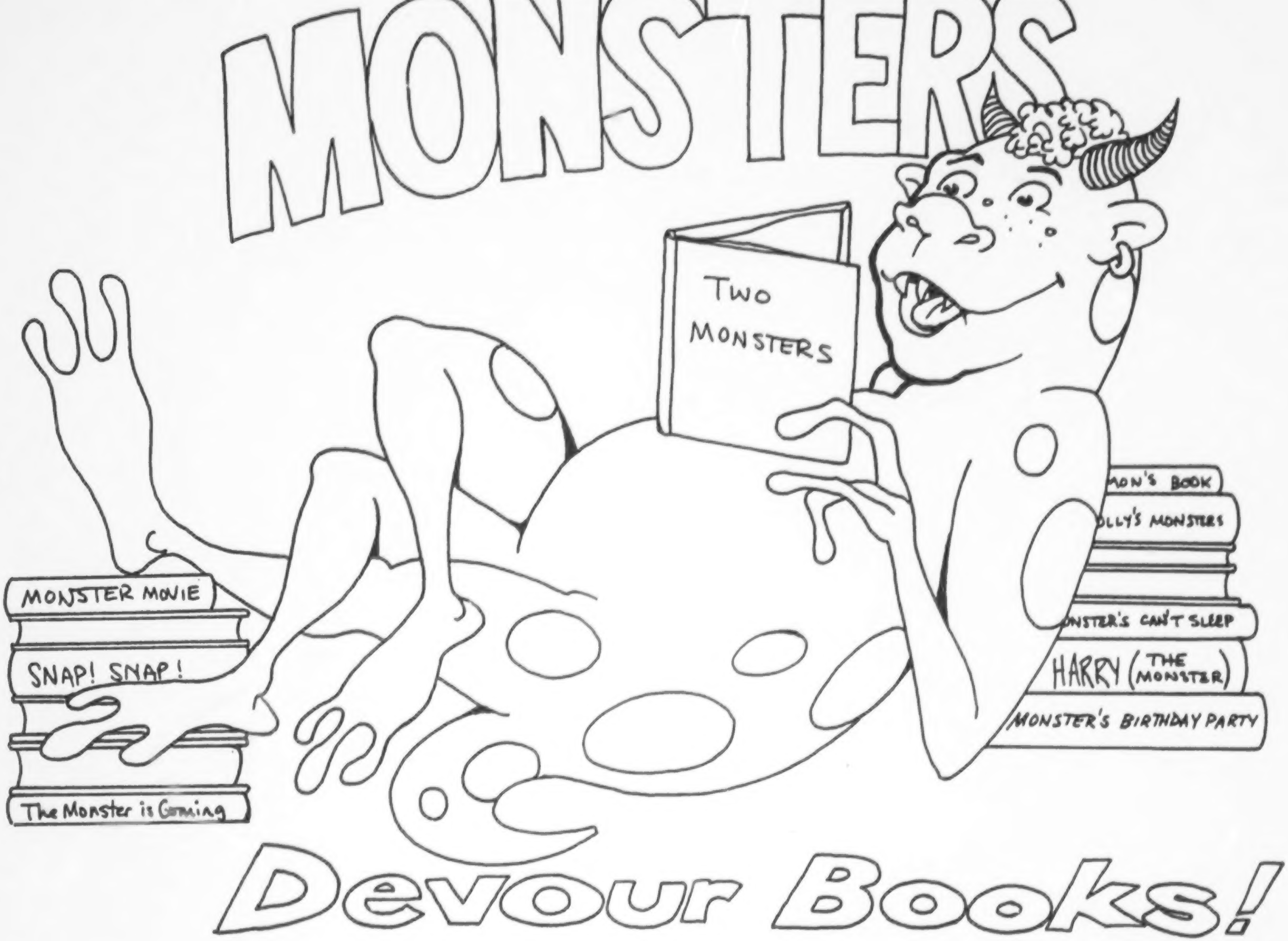
MONSTERS
TWO MONSTERS
MONSTER MOVIE
SNAP! SNAP!
The Monster is Coming
MON'S BOOK
LLY'S MONSTERS
NSTER'S CAN'T SLEEP
HARRY (THE MONSTER)
MONSTER'S BIRTHDAY PARTY
Devour Books!

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THEME: PIGMANIA

AGE RANGE: Preschool - Kindergarten

BOOKS:
Bloom, Suzanne. We Keep a Pig in the Parlor.
Carlson, Nancy. I Like Me.
Celsi, Teresa. The Fourth Little Pig.
Kasza, Keiko. Pig's Picnic.

POEM: "Pigs"

FINGERPLAYS:
"Piggies"
"This Little Pig"
"Eight Pigs"
"Pigs"

FLANNELBOARD: "Mrs. Peter Pig"

SONGS:
"Oink, Oink, Oink, Little Pig"
"The Tail of a Pig"
"To Market, To Market"

ACTIVITIES:
Have the children pretend to call pigs (so-ey, so-ey, so-ey pig, pig, pig) and some children can pretend to be pigs and make oinking noises.
Piggie Fun - a pig game, see following page.

FILM: The Barnyard Snackers. D-LDA, 5 min., p., el.

HANDOUTS: Color Sheets - Alphabet Pig
Farmyard Pig

CRAFTS:
Pinky Pig
Egg Carton Pig Puppet
Pig & Piglets Mobile

EXTENDERS: "The Pig and the Peppermint Moon"

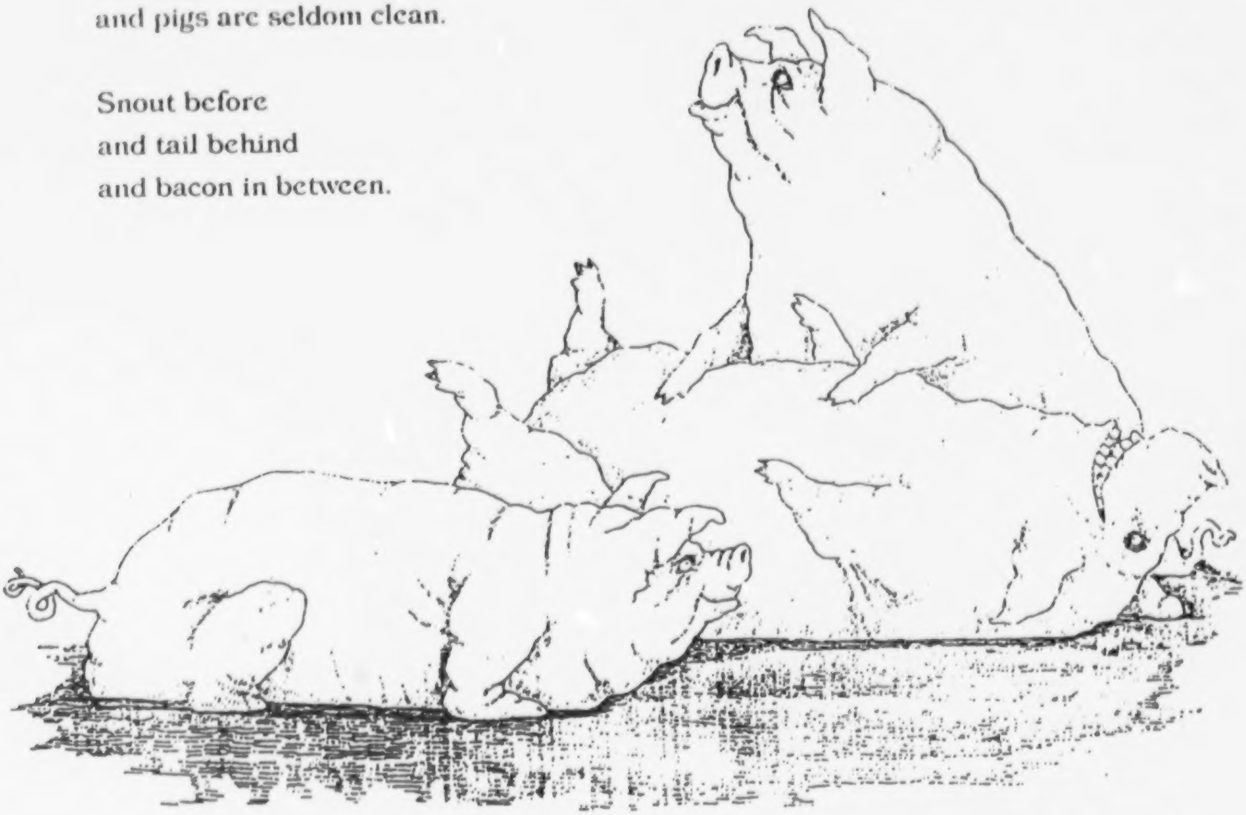
SNACK: Pig Cookies

BULLETIN BOARD: Pig Out on Good Books

PIGS

Pigs are stout
and pigs are kind
and pigs are seldom clean.

Snout before
and tail behind
and bacon in between.



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BEST COPY AVAILABLE

Piggies

"It is time for my piggies to go to bed,"
The nice, big, fat Mother Pig said.
"So I will count them first to see
If they have all come back to me.
One little piggie, two little piggies,
Pop up one finger at a time
as Mother Pig counts.
Three little piggies dear.
Four little piggies, five little piggies.
Yes, they are all here!
Why, they are the cutest piggies alive.
1, 2, 3, 4, 5!"
Point to each finger as you count.

—*Maude Burnham*

From Rhyme For Fingers and Flannel Boards by Louise Binder Scott and J.J. Thompson. Minneapolis, MN : T.S. Denison & Company, Inc., 1984.

THIS LITTLE PIG

This little pig went to market, (Point to one finger at a time)
This little pig stayed home,
This little pig had roast beef,
This little pig had none,
This little pig cried "Wee, wee, weee."
And ran all the way home.

From Finger Frolics, Revised by Liz Cromwell, 1983. Livonia, Mich.: Partner Press.

EIGHT PIGS

Two mother pigs lived in a pen, (Thumbs)
Each had four babies and that made ten. (Fingers of both hands)
These four babies were black and white. (Fingers of one hand)
These four babies were black as night. (Fingers of the other hand)
All eight babies loved to play. (Wiggle fingers)
And they rolled and they rolled in the mud all day. (Roll hands)

Cromwell, Liz; Hibner, Dixie; and Faitell, John R. Finger Frolics, Revised.
Livonia, MICH: Partner Press, 1983, p. 45. Permission granted.

PIGS

Piggie Wig (Thumb) and Piggie Wee (Other thumb)
Hungry pigs as pigs could be
For their dinner had to wait
Down behind the garden gate (Gate made of fingers)
Piggie Wig and Piggie Wee (Wiggle thumbs as named)
Climbed the barnyard gate to see. (Thumbs through fingers)

Peeking through the gate so high
But no dinner could they spy,
Piggie Wig and Piggie Wee got down
Sad as pigs could be,
But the gate soon opened wide
And they scampered forth outside. (Hands swing apart, thumbs run)

Piggie Wig and Piggie Wee,
Greedy pigs as pigs could be
For their dinner ran pell mell
And in the trough both piggies fell. (Make trough with hands, thumbs fall in)

Cromwell, Liz; Hibner, Dixie; and Faitel, John R. Finger Frolics, Revised.
Livonia, MICH: Partner Press, 1983, p. 45. Permission granted.

Mrs. Peter Pig

BY MABEL WATTS*

Once upon a time there lived some busy, peace-loving friends in a little barnyard town.

There was Mrs. Pecky the Hen, Cock-A-Doo the Rooster, Moo the Cow, Cutie the Kitten, and Gray the Squirrel.

In this same little barnyard town there lived a little pig, whom everybody called Mrs. Peter.

Now Mrs. Peter was a lazy little pig. Although her breakfast dishes were not washed, her beds were not made and her washing was not even started, she decided early one Monday morning to take a walk and visit all her friends in the barnyard town.

All dressed in her nicest clothes, she started out to visit.

She had not gone very far when she met Mrs. Pecky the Hen. She was hanging out her wash.

"Oh, good morning, Mrs. Pecky," said Mrs. Peter. "It's too bad you have to work so hard this nice bright sunny day. Can't you come and take a walk with me? You can do your washing some other nice sunny day."

"Oh, no!" said Mrs. Pecky. "I cannot take a walk until all my washing is done. Besides, it might rain tomorrow, you know. Don't you just love to see a nice line full of clean clothes blowing in the breeze?"

"No, indeed," smiled Mrs. Peter. "I'm not the least bit interested. Besides, I haven't the time." And with that she quickly turned and walked away.

---

*Reprinted from "Read-Aloud Kindergarten Stories" with permission of the author and Wonder Books, Inc., © 1957.

From Storytelling With the Flannel Board by Paul S. Anderson. Minneapolis, MN : T.S. Denison, 1963.

She had not gone very far, however, before she met Cock-A-Doo the Rooster. He was very busy mowing his lawn.

"Oh, good morning, Cock-A-Doo," said Mrs. Peter. "It's too bad you have to work this nice sunny day. Wouldn't you like to come and take a walk with me? You can mow your lawn tomorrow, you know."

"Oh, no!" said Cock-A-Doo. "I cannot take a walk with you until my lawn is all mowed. You see, it might rain tomorrow. Besides, I do like to see a nice tidy, well-kept lawn, don't you?"

Mrs. Peter shrugged her shoulders and laughed. "I really don't have time to mow my lawn. Besides, it's such hard work." And off she went.

As she turned the corner of the barnyard town, she saw Moo the Cow resting in the grass and chewing her cud.

"Ah!" said Mrs. Peter, half aloud, "I know now who will take a nice stroll with me. Good morning, Moo. Isn't it a nice sunny day? You seem to have nothing at all to do. Come along with me and take a nice walk."

"Humph! Nothing to do, did I hear you say? Well, I am indeed very busy right now, for if all of the children are to have nice rich milk tomorrow, I must rest here in peace and quiet while I chew my cud. Don't you have any shopping to do or any cakes or bread to bake?"

"Oh, no!" said Mrs. Peter. "I don't have time to shop and it's too hot to bake today." And off she went down the road.

When Mrs. Peter asked Cutie the Kitten to walk with her, Cutie replied, "I have a dozen little mittens to wash and tomorrow it may rain all day long."

Now Mrs. Peter was feeling sad. There was only one more neighbor left. Surely Gray the Squirrel would take a walk with her. Just then she looked up and saw Gray dashing across the road. His cheeks were filled with acorns and he was very busy gathering in his winter food supply.

"Won't you take a walk with me?" asked Mrs. Peter sadly.

"Oh, no!" said Gray. "If I do not store away my acorns now, my family will have nothing to eat next winter."

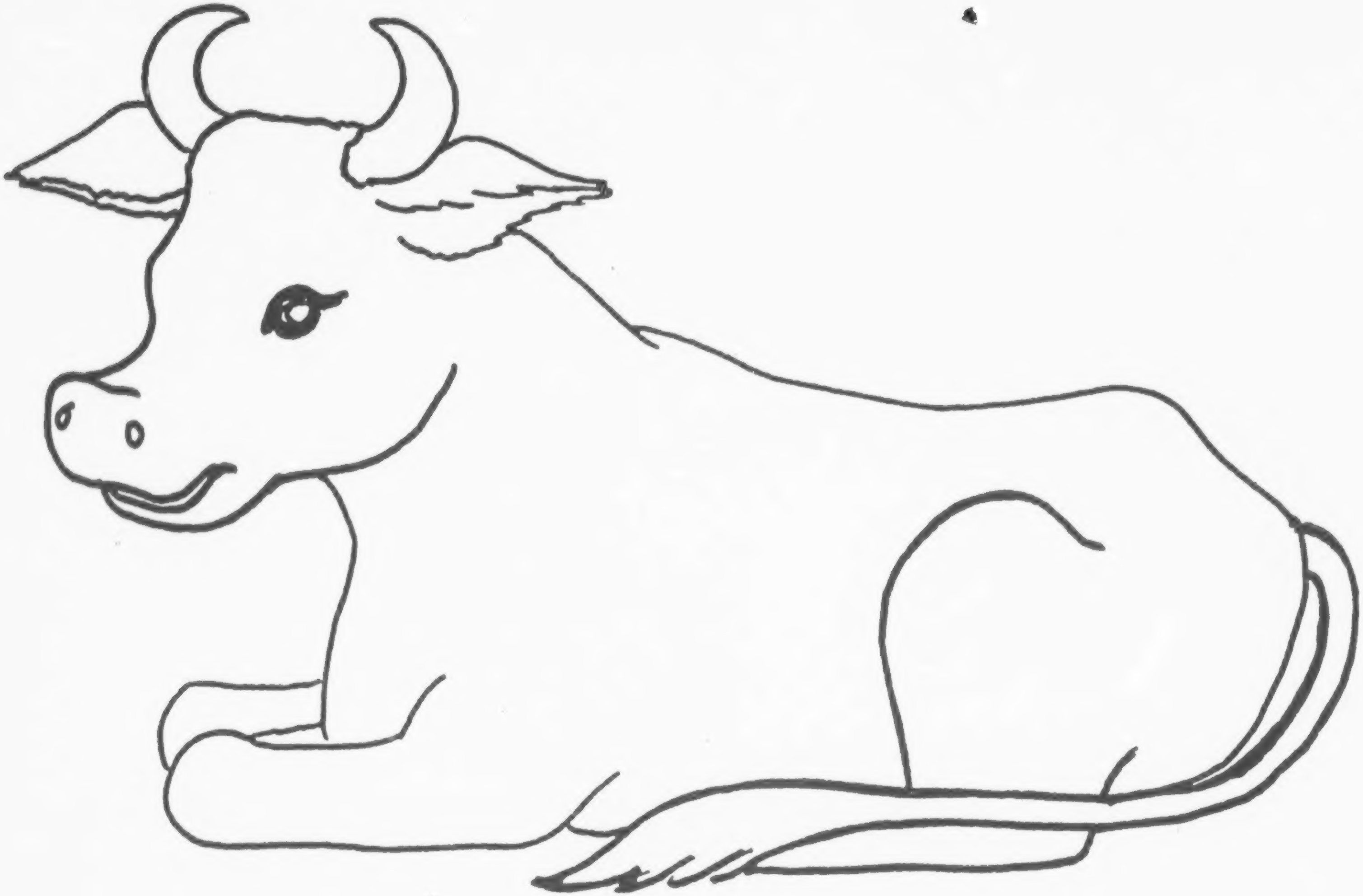
Mrs. Peter frowned. She was really very sad now, for Gray had not even waited for her reply.

Everybody in the barnyard town was too busy to take a walk. Mrs. Pecky the Hen was washing; Cock-A-Doo the Rooster was mowing his lawn; Moo the Cow was chewing her cud; Cutie the Kitten was washing mittens, and Gray the Squirrel was gathering acorns for his family.

It wasn't much fun taking a walk alone. So Mrs. Peter returned home. She put on her white apron and started to work.

She washed her dishes, ironed her clothes, shopped and baked. That evening she was tired, but very happy.

As she sat down to rest, she called all of her little piggies around her. "It must be true," she whispered, "that busy people are always the happiest people."



185

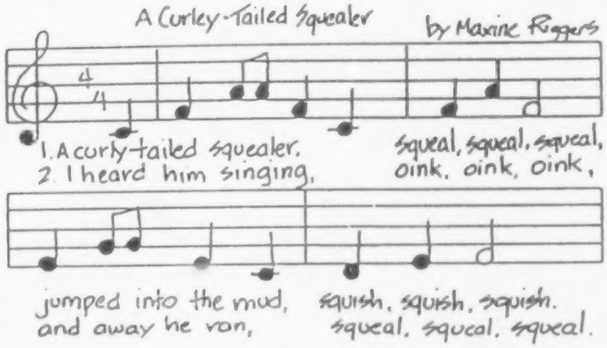
186

Pig Songs

OINK, OINK,OINK, OINK, LITTLE PIG

(Tune: "Twinkle, Twinkle, Little Star")

Oink, oink, oink, oink, little pig,
Can you do a little jig?
In the bright light of the sun,
Are you having lots of fun?
Oink, oink, oink, oink, little pig,
I think that you will grow big.


A Curley-Tailed Squealer
by Maxine Riggers
1. A curly-tailed squealer, squeal, squeal, squeal,
2. I heard him singing, oink, oink, oink,
jumped into the mud, squish, squish, squish.
and away he ran, squeal, squeal, squeal.

THE TAIL OF A PIG

(Tune: "The Wheels of a Bus")

The tail of a pig curls round and round,
Round and round, round and round.
The tail of a pig curls round and round,
All through the mud.

The mouth of a pig goes oink, oink, oink,
Oink, oink, oink, oink, oink oink.
The mouth of a pig goes oink, oink, oink,
All day long.

The snout of a pig goes root, root, root,
Root, root, root, root, root, root.
The snout of a pig goes root, root, root,
All day long.

The hooves of a pig go run, run, run,
Run, run, run, run, run, run.
The hooves of a pig go run, run, run,
All day long.

The ears of a pig go twitch, twitch, twitch,
Twitch, twitch, twitch, twitch, twitch, twitch,
The ears of a pig go twitch, twitch, twitch,
All day long.

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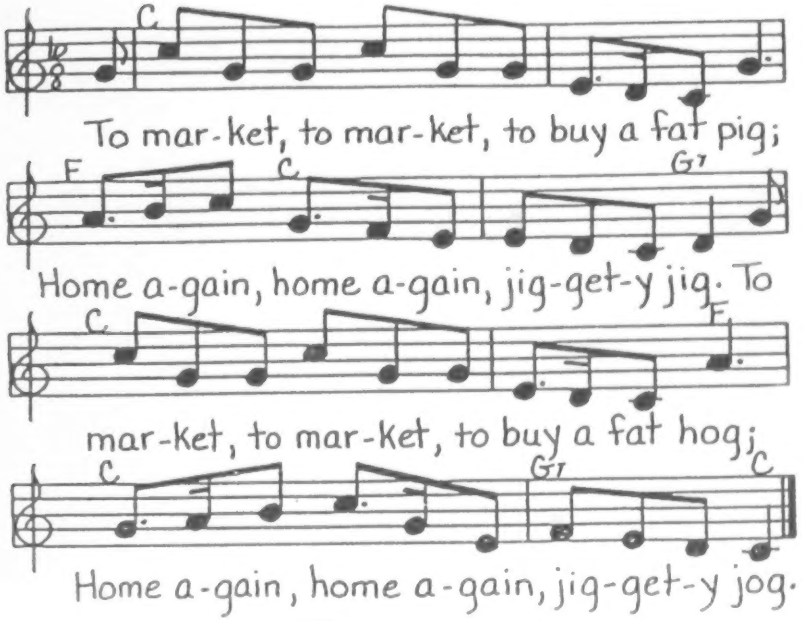
TO MARKET, TO MARKET


C
To mar-ket, to mar-ket, to buy a fat pig;
F
C
G7
Home a-gain, home a-gain, jig-get-y jig. To
C
F
mar-ket, to mar-ket, to buy a fat hog;
C
G7
C
Home a-gain, home a-gain, jig-get-y jog.

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Piggy fun

Develops: laughter
anticipation
sequencing skills
rhythm
awareness of others' actions
body awareness

Audience: toddler, preschool

Group Size: pair

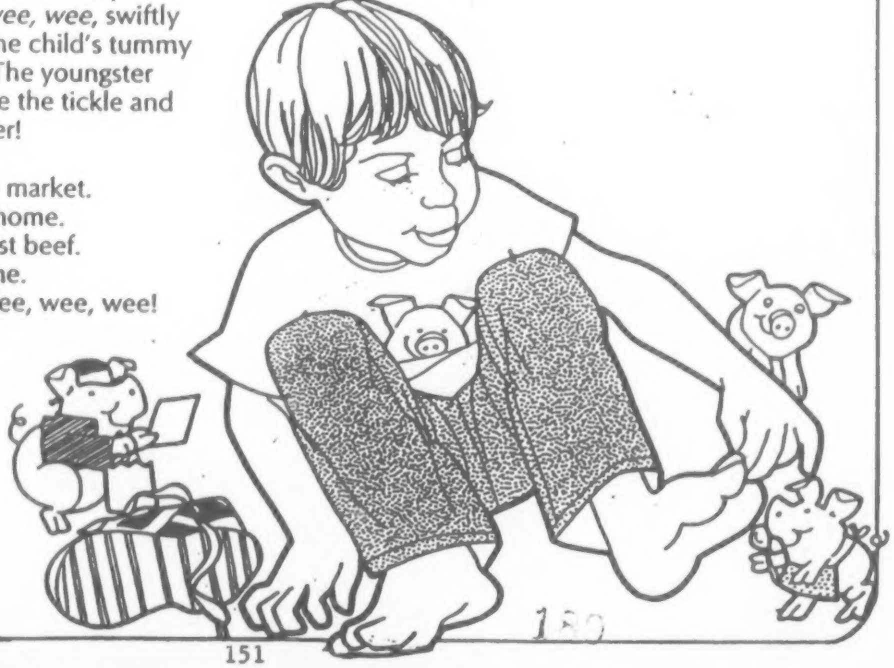
Setting: transition, language, quiet time together

Directions: *To Market, To Market* This game allows you and a child to tune into each other's body movements while following the rhythm of the words in the chant. Place a child on your lap, face each other, and hold hands. In rhythm to the chant, bounce the child on your knees while saying the following nursery rhyme. During the last two lines, gently pull one of the child's arms forward, while pushing the other back (locomotive fashion). Then reverse this motion in rhythm with the chant.

> To market, to market, to buy a fat pig,
> Home again, home again, jiggity jig.
> To market, to market, to buy a fat hog,
> Home again, home again, jiggity jog.

Variations: 1. Substitute other animals' names for pig and hog and appropriate rhyming words for jig and jog, for example: *cow/bow* and *sheep/beep*.
2. *This Little Pig* Hold or face the child. Start with the big toe and gently squeeze each toe while repeating the nursery rhyme. As you say *wee, wee, wee,* swiftly creep your fingers up to the child's tummy or chin and give a tickle. The youngster quickly learns to anticipate the tickle and greets it with great laughter!

> This little pig went to market.
> This little pig stayed home.
> This little pig had roast beef.
> This little pig had none.
> This little pig said, Wee, wee, wee!
> All the way home.



From Games, Giggles, and Giant Steps by Susan Miller. Cleveland, OH: Instructor Books, 1988. Reprinted by permission of Scholastic Inc.

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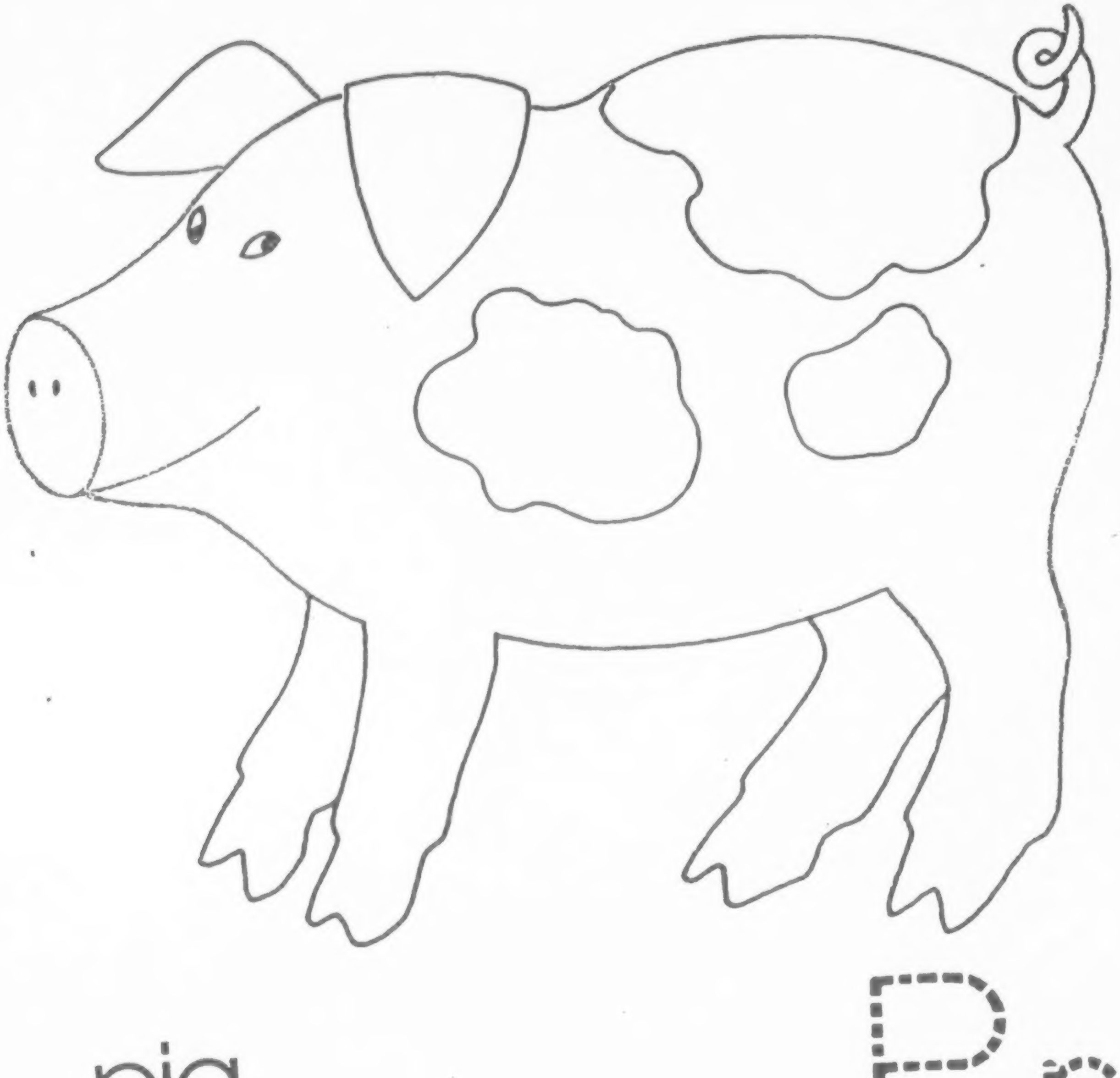

pig

Pp

Color & Write: One (1) illustration
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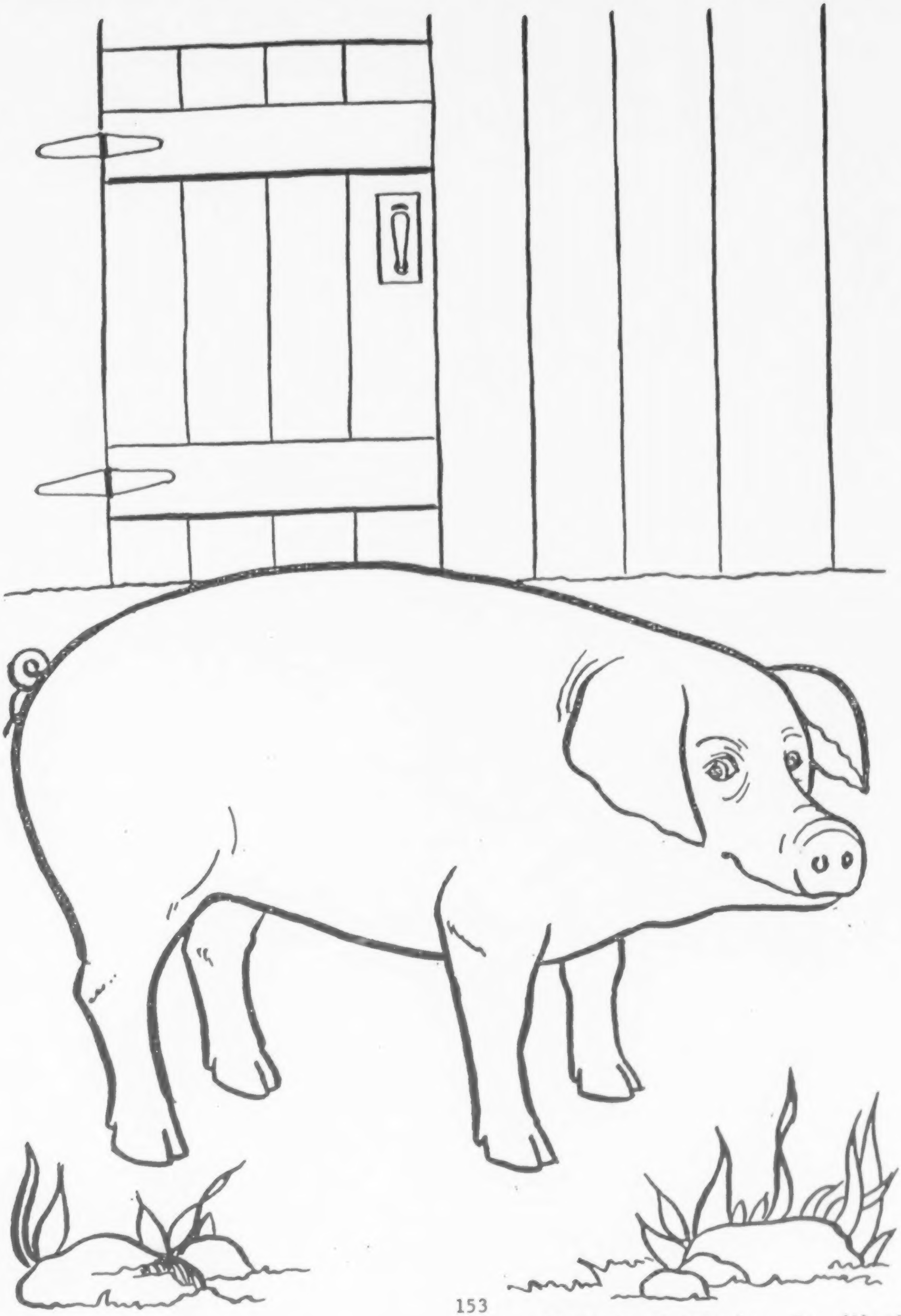

All Kinds of Animals: One (1) illustraton
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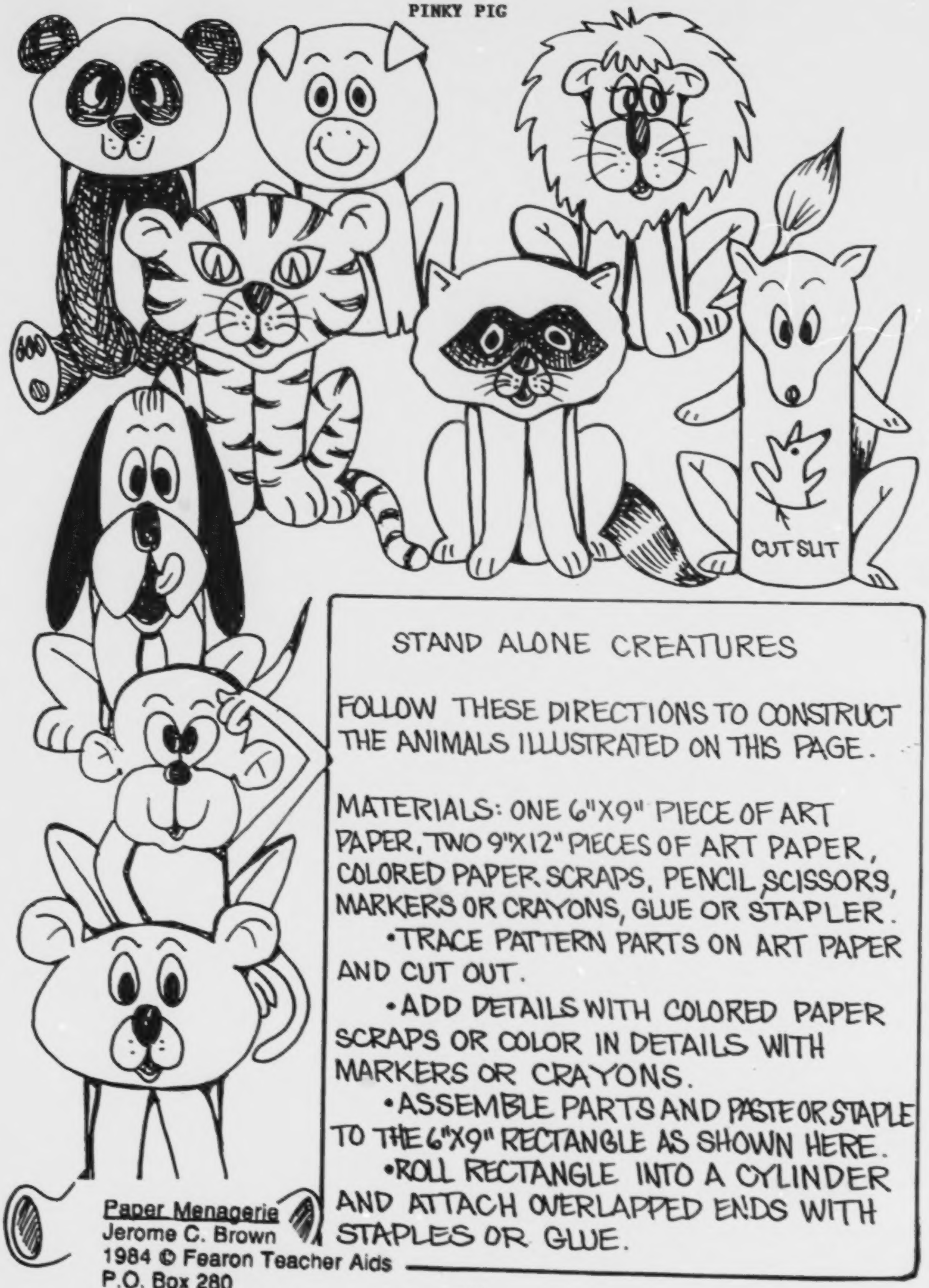


STAND ALONE CREATURES

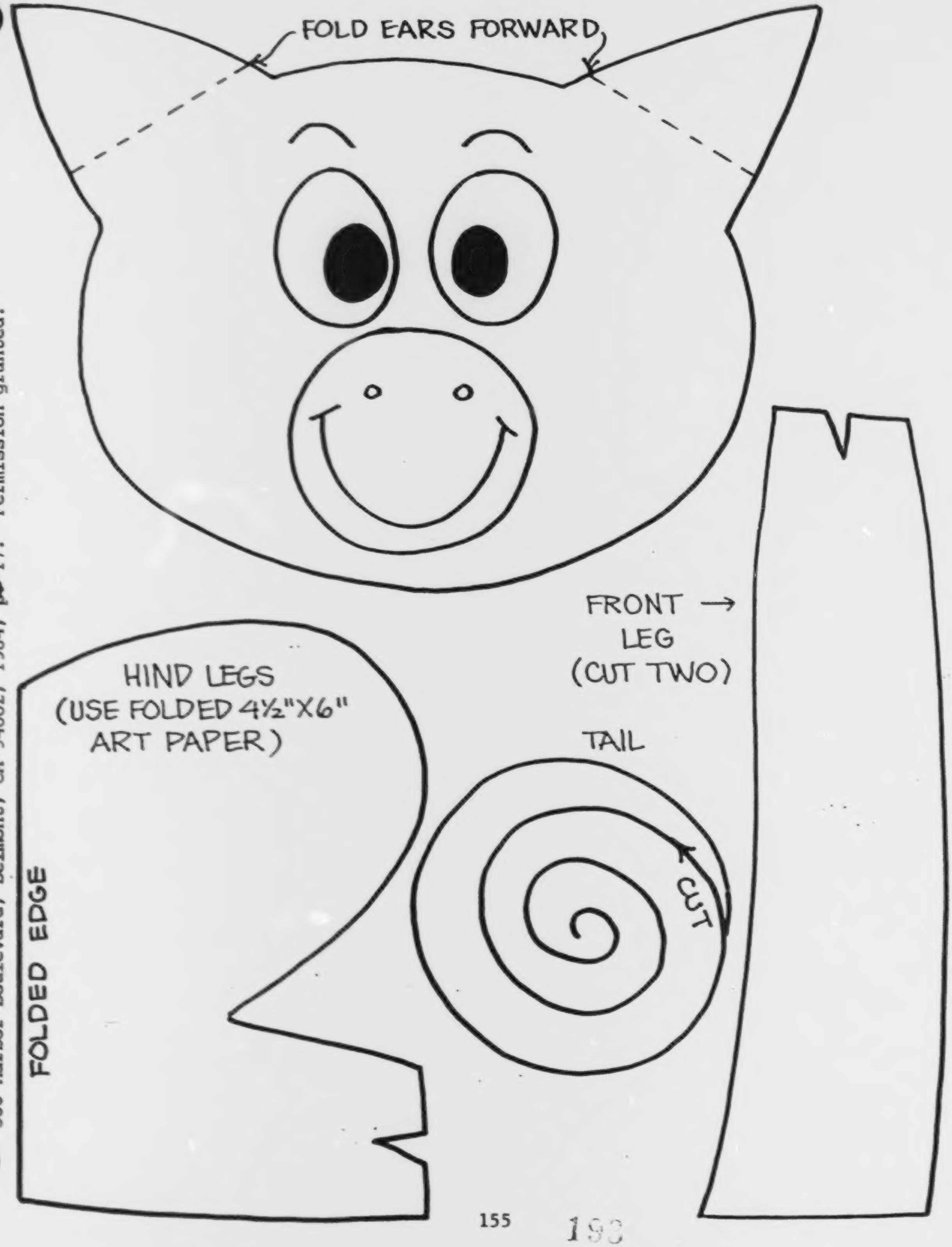
FOLLOW THESE DIRECTIONS TO CONSTRUCT THE ANIMALS ILLUSTRATED ON THIS PAGE.

MATERIALS: ONE 6"X9" PIECE OF ART PAPER, TWO 9"X12" PIECES OF ART PAPER, COLORED PAPER SCRAPS, PENCIL, SCISSORS, MARKERS OR CRAYONS, GLUE OR STAPLER.

- TRACE PATTERN PARTS ON ART PAPER AND CUT OUT.
- ADD DETAILS WITH COLORED PAPER SCRAPS OR COLOR IN DETAILS WITH MARKERS OR CRAYONS.
- ASSEMBLE PARTS AND PASTE OR STAPLE TO THE 6"X9" RECTANGLE AS SHOWN HERE.
- ROLL RECTANGLE INTO A CYLINDER AND ATTACH OVERLAPPED ENDS WITH STAPLES OR GLUE.

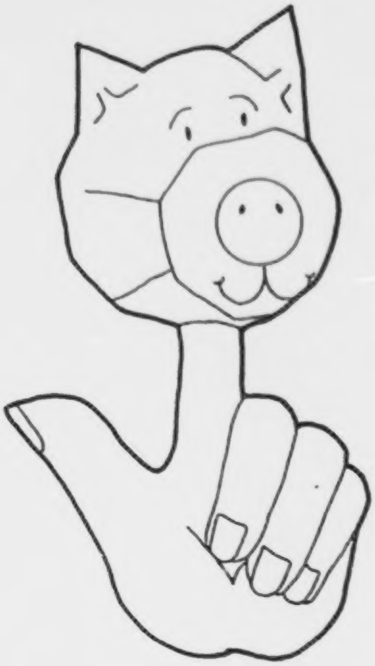
Paper Menagerie
Jerome C. Brown
1984 © Fearon Teacher Aids
P.O. Box 280
Carthage, IL 62321

PINKY PIG


FOLD EARS FORWARD
FRONT → LEG (CUT TWO)
HIND LEGS (USE FOLDED 4½"X6" ART PAPER)
TAIL
CUT
FOLDED EDGE

Brown, Jerome C. A Paper Menagerie. Belmont, David S. Lake Publishers,
500 Harbor Boulevard, Belmont, CA 94002, 1984, p. 17. Permission granted.

Egg Carton Pig Puppet



This Little Piggy
Sung to: "Frere Jacques"

This little piggy, this little piggy,
Went to town, went to town.
He ran up and down,
He ran up and down,
Through the town, through the town.

This little piggy, this little piggy,
He stayed home, he stayed home.
He didn't like to roam,
He didn't like to roam,
He stayed home, he stayed home.

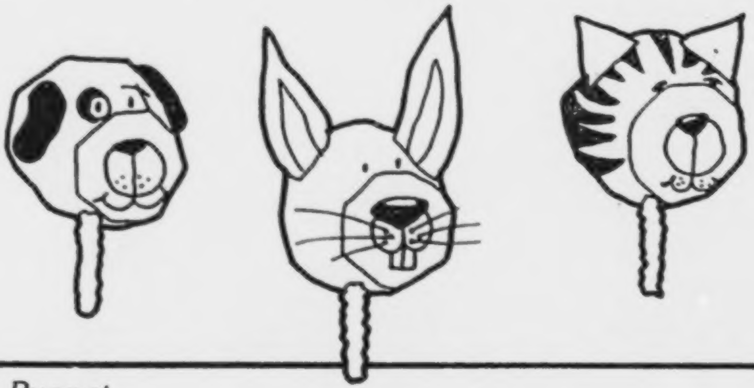
Jean Warren

Materials: Cardboard egg carton; pink tempera paint; paint brush; felt-tip markers; pair of scissors.

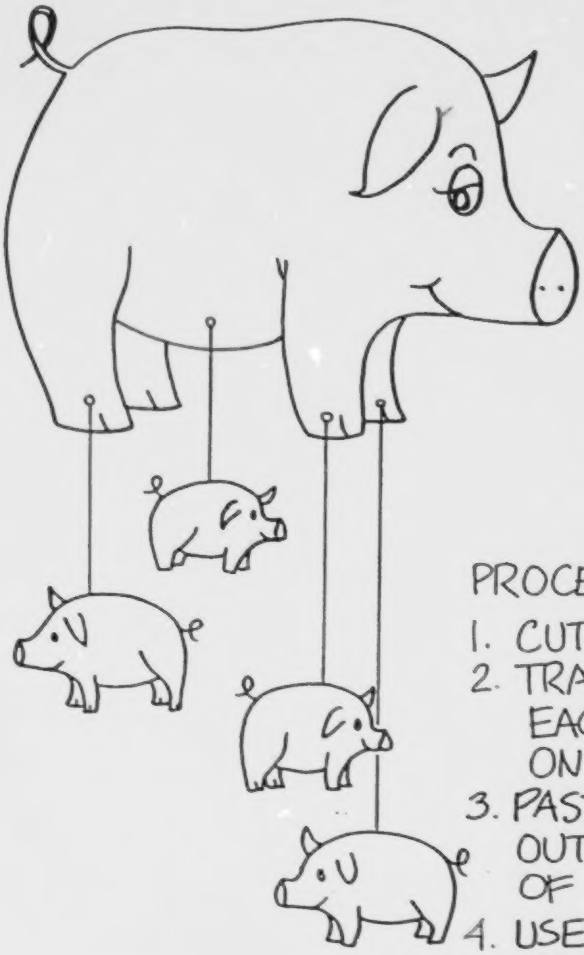
Making the Puppet: From a cardboard egg carton cut out, in one piece, an egg cup and two adjacent cones. Trim the cones to look like pig ears. Hold the egg cup so that the ears are on top and carefully cut an "x"-shape in the bottom side of the cup for a finger opening. Paint the puppet pink and add facial features with felt-tip markers.

Betty Silkunas
Lansdale, PA

Variations:



Warren, Jean. 1-2-3 Puppets: Simple Puppets To Make for Working With Children.
Everett, WASH: Warren Publishing Hse., Inc., 1989.



PIG AND PIGLETS MOBILE

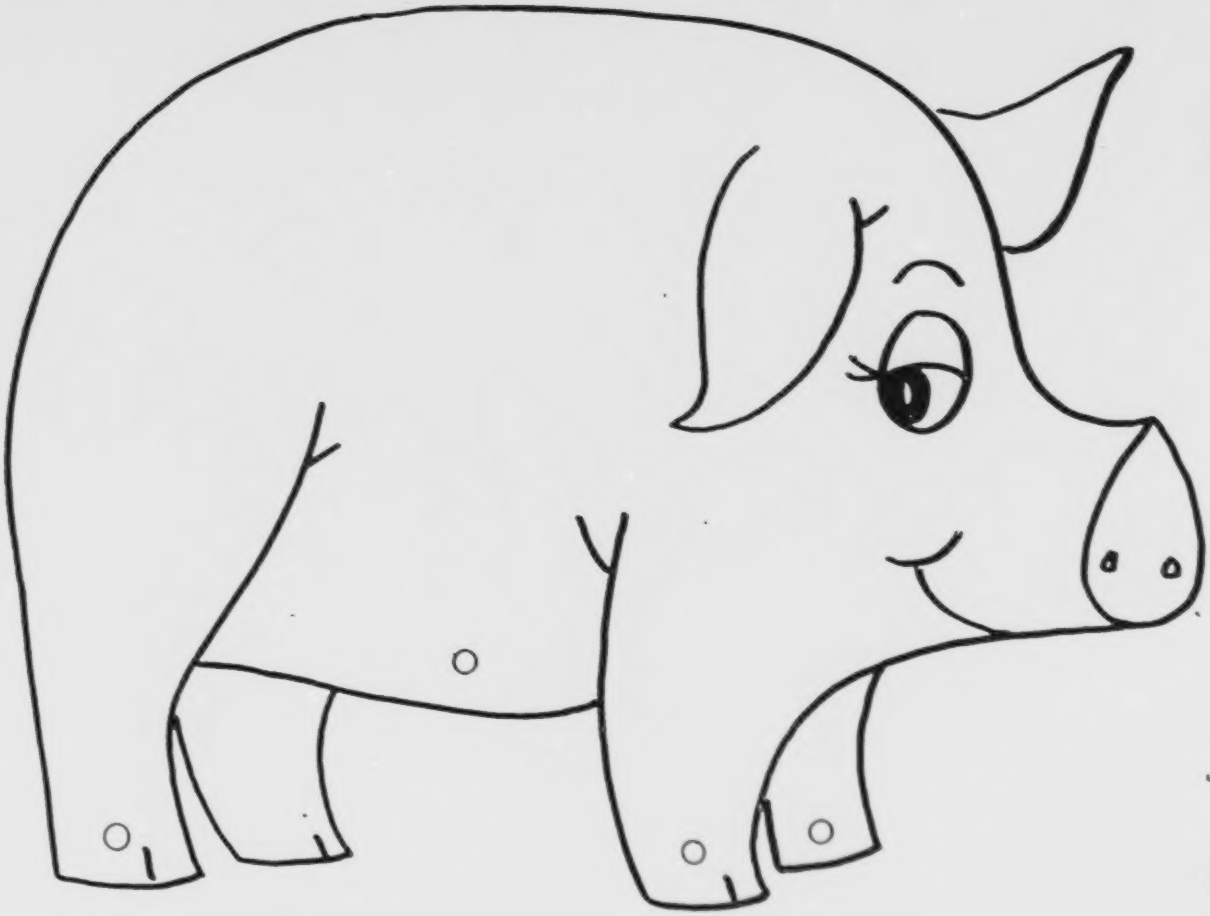
MATERIALS

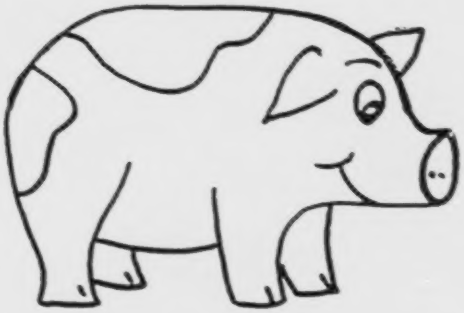
SCISSORS AND PASTE
ART PAPER, ASSORTED SIZES AND COLORS
PENCIL
STRING
BLACK FELT-TIP PEN
5 SMALL PIECES OF PIPE CLEANERS FOR TAILS
HOLE PUNCH

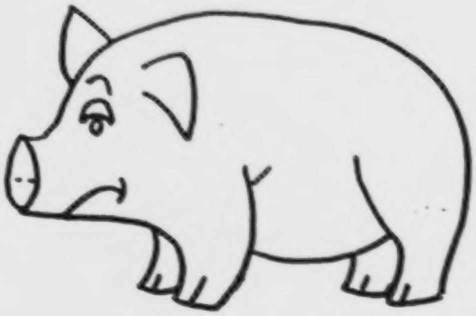
PROCEDURE

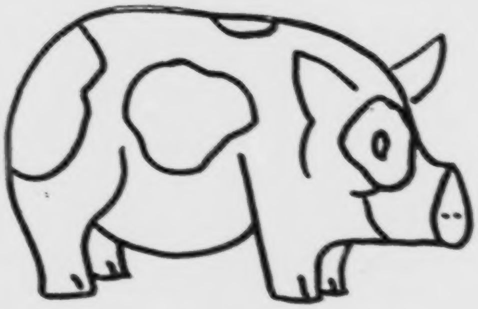
1. CUT OUT PATTERNS.
2. TRACE PIG PATTERN ONCE AND EACH PIGLET PATTERN TWICE ON ART PAPER. CUT OUT TRACINGS.
3. PASTE EACH PAIR OF PIGLET CUT-OUTS TOGETHER WITH PIECE OF STRING IN BETWEEN.
4. USE BLACK FELT-TIP PEN TO DRAW DETAILS ON BOTH SIDES OF PIG AND PIGLETS.
5. MAKE CURLY TAILS OUT OF PIPE CLEANER PIECES AND ATTACH TO PIG AND PIGLETS.
6. PUNCH FOUR HOLES ALONG BOTTOM OF PIG. HANG PIGLETS AT DIFFERENT LENGTHS FROM PIG.
7. PUNCH HOLE IN TOP CENTER OF PIG AND ATTACH STRING. HANG MOBILE BY THIS STRING.

Puppet & Mobiles
Jerome C. Brown
1983 © Fearon Teacher Aids
P.O. Box 280
Carthage, IL 62321

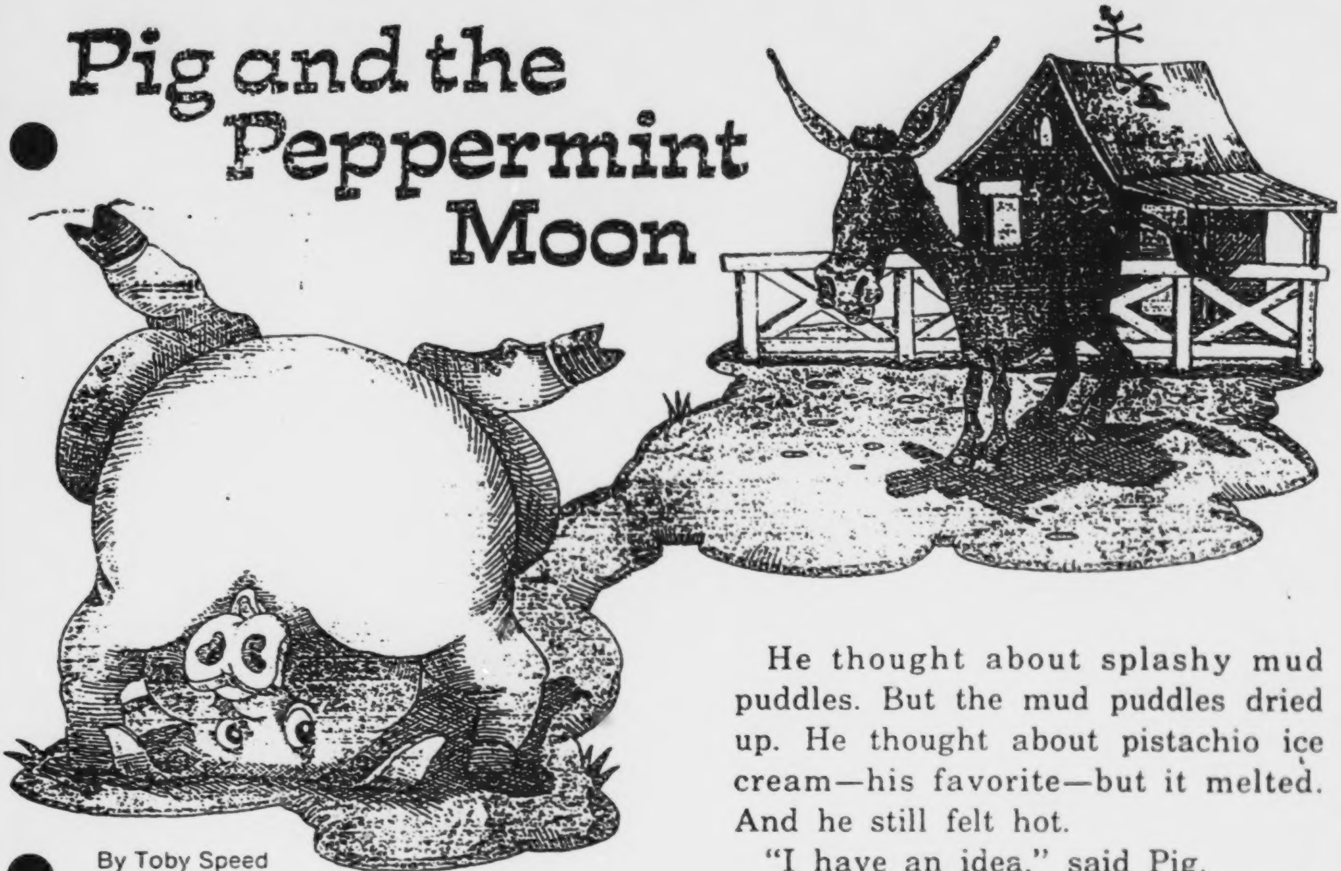








Pig and the Peppermint Moon



By Toby Speed

Pig stood on his head, the better to concentrate.

"What a hot day," said Pig. "I am hot from top to bottom. I am hot from bottom to top. Hot, hot, hot."

Donkey sighed. "You're supposed to concentrate on *cool* things. Ice cream. Snowballs. Wind. The moon."

"I can't," said Pig. "It's too hot." He turned right side up. "Anyway, the moon is not cool."

"Yes, it is," said Donkey. "Tonight there will be a big, round, white, peppermint moon. Whenever I think about a big, round, white, peppermint moon, I feel cool."

Pig tried to imagine a moon made of peppermint ice. But as he watched, the ice moon melted down to a sliver.

He thought about splashy mud puddles. But the mud puddles dried up. He thought about pistachio ice cream—his favorite—but it melted. And he still felt hot.

"I have an idea," said Pig.

"Pig," said Donkey, "we have tried all your ideas. We've sat in all the shady spots. We've stood on our heads. What's left?"

Pig said, "If I blow on you and you blow on me, we will both get cool."

"Maybe so," said Donkey.

They blew.

"Tell you what, Pig," said Donkey. "I am getting cool from being blown on, but I am also getting hot from blowing."

"Me too," said Pig crossly. "It seems that whatever I do to get cool makes me hotter instead. Just the opposite of what I want. I wonder . . ." Suddenly he stood up.

"Now where are you going, Pig?" asked Donkey.

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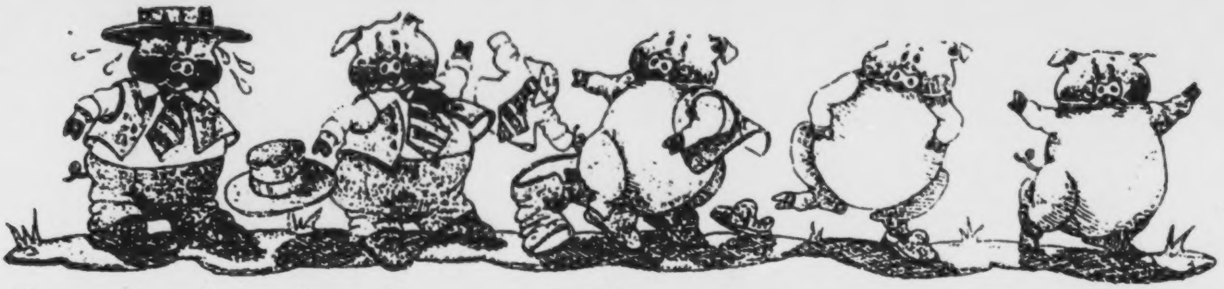


It was a hot, hot day, and Pig needed some cool ideas.

"You'll see," said Pig, heading into the barn. He rummaged around until he found what he wanted—a trunk full of old clothes.

A few minutes later Pig was ready. He stepped out into the sunshine.

"Oh, Pig," said Donkey. "Now you will really be hot."

"Not at all," said Pig. "These are *cool* clothes. Watch how they make me cool."

Pig marched around the barnyard three times. Sweat slid from his hat brim and dribbled down his face. The shirt collar scratched his neck.

Pig stopped marching. He took off the cool hat and threw it on the ground.

At once a delicious breeze licked the top of his head.

Pig wiggled out of the cool shirt, vest, and pants.

He felt cooler still.

He kicked off the cool shoes—one, two.

Pig felt quite wonderful.

"See?" said Pig. "Cool all over."

"Amazing!" said Donkey.

"Now I can concentrate," said Pig. "I am going to sit down here with you and concentrate on that nice, round moon you were talking about."

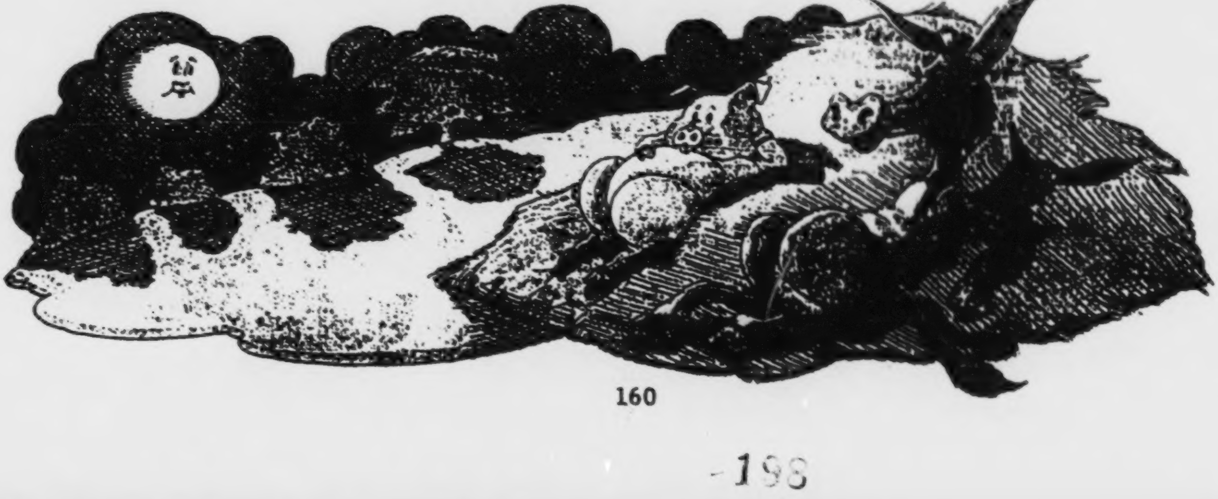
"Good idea," said Donkey.

They closed their eyes. In a little while the sun went down and the moon came up.

Pig opened one eye to look at it. "Say, Donkey," he whispered. "That concentration—I think I'm getting the hang of it now."

"You bet," Donkey whispered back.

Pig felt happy from bottom to top. He closed his eyes and went to sleep, the coolest pig under the peppermint moon.



Pig Snacks

PIG COOKIES

(perfect for pigging out)

¾ cup shortening
¾ cup butter
2 cups sugar
4 eggs
1½ tsp. vanilla
5 cups flour
2 tsp. baking powder
1½ tsp. salt

Mix shortening, butter, sugar, eggs, and vanilla thoroughly. Stir flour, baking powder, and salt together; blend with the shortening mixture. Chill at least two hours.

Heat oven to 400 degrees. Roll dough about ¼ inch thick on lightly floured board. Cut with round 3 inch cookie cutter. Place on ungreased baking sheet. Bake 6 to 8 minutes. Makes about 4 dozen.

"Make up" for pig face

1 package frosting mix
pink food coloring
raisins
marshmallows
tiny round candies

Prepare the frosting mix according to directions on the box. Add pink food coloring. Cut a large marshmallow in half for the nose and attach to the cookie with frosting. Attach two small raisins to the nose by pushing them into the marshmallow. Frost the cookie and add two round candies for the eyes.

CORN ON THE COB

While eating, explain that corn is a favorite food of pigs, though they don't eat it boiled and buttered.

ICE CREAM

Serve your favorite flavors after reading GARTH PIG AND THE ICE CREAM LADY.

PICNIC

Before reading THE PIG'S PICNIC, prepare a picnic lunch—sandwiches, carrot strips, cookies, and juice.

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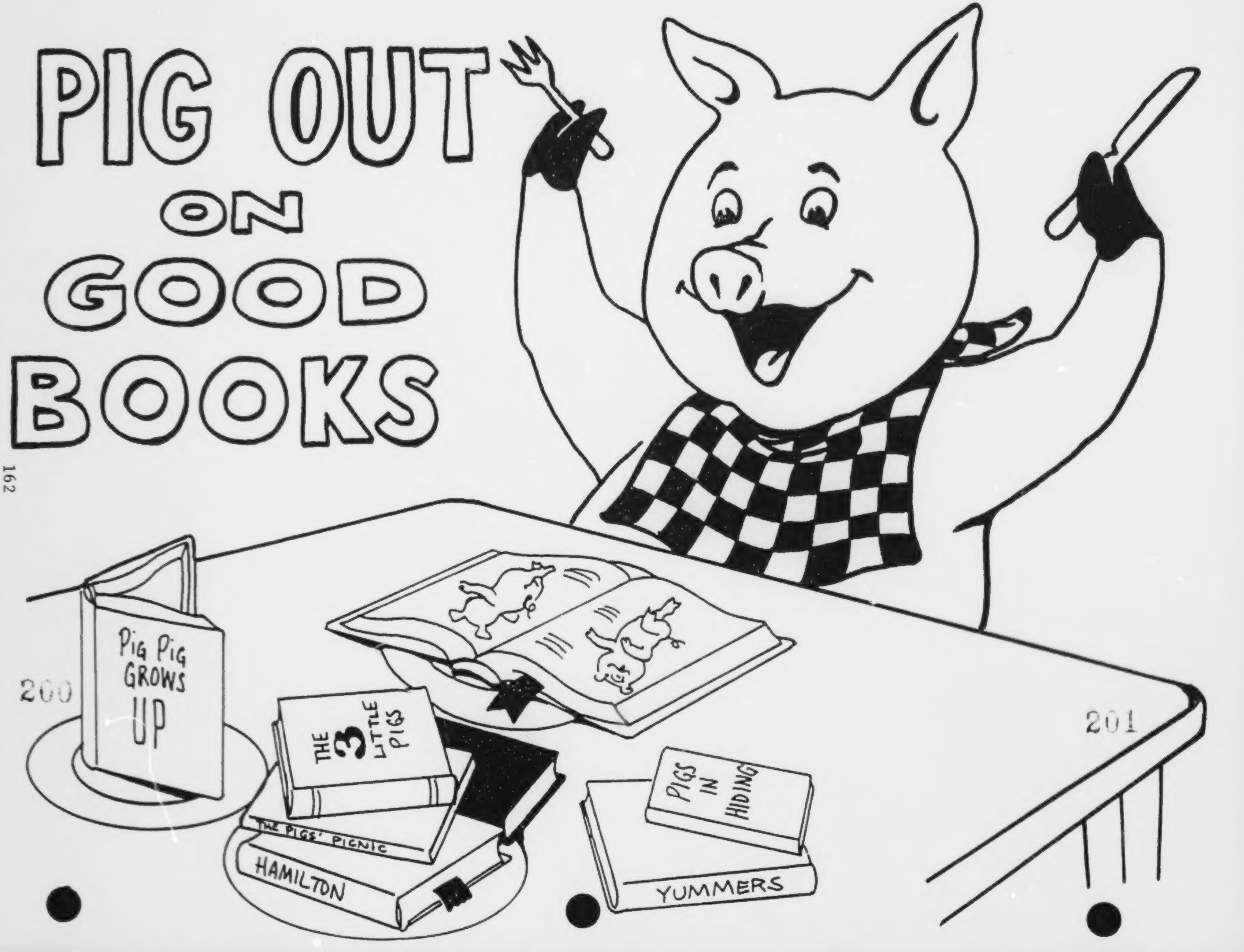
PIG OUT
ON
GOOD
BOOKS
Pig Pig GROWS UP
THE 3 LITTLE PIGS
THE PIGS' PICNIC
HAMILTON
PIGS IN HIDING
YUMMERS

200

201

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FIRST - THIRD GRADES

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THEME:	BEARY FUNNY TALES
AGE RANGE:	Primary - Grades 1 - 3
BOOKS:	Carlstrom, Nancy W. Jesse Bear, What Will You Wear?. Gackenback, Dick. Poppy the Panda. Brimner, Larry D. Country Bear's Good Neighbor.
POEM:	"Furry Bear"
SONG:	"The Bear Went Over the Mountain"
ACTIVITIES:	Teddy Bear, Teddy Bear Teddy Bear Parade Teddy Bear Olympics
FILMS:	The Bear and the Mouse. 7 min. (LSL) Winnie the Pooh and the Blustery Day. 26 min. (LSL) Winnie the Pooh and the Honey Tree. 26 min. (LSL) Winnie the Pooh and a Day for Eeyore. 26 min. (LSL) Corduroy. (LSL)
HANDOUTS:	Bear Name Tags Storytime Good Listener Certificate Teddy Bear Participation Award
CRAFTS:	Ralph the Panda Paper Plate Panda Exercising Bear Teddy Bear Puppet
RECIPE:	Teddy Bear Paws

FURRY BEAR by A. A. Milne

If I were a bear,
   And a big bear too,
I shouldn't much care
   If it froze or snew;
I shouldn't much mind
   If it snowed or friz -
I'd be all fur-lined
   With a coat like his.
For I'd have fur boots and a brown fur wrap,
   And brown fur knickers and a big fur cap.
I'd have a fur muffle-ruff to cover my jaws,
   And brown fur mittens on my big brown paws.
With a big brown furry-down up to my head,
   I'd sleep all the winter in a big fur bed.

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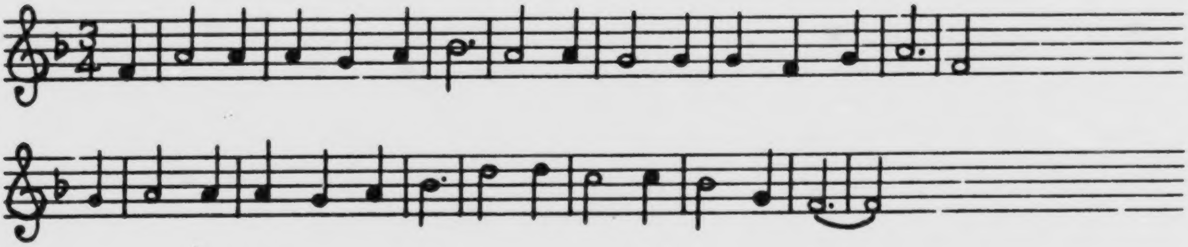
THE BEAR WENT OVER THE MOUNTAIN



The bear went over the mountain,
The bear went over the mountain,
The bear went over the mountain,
To see what he could see.

The other side of the mountain,
The other side of the mountain,
The other side of the mountain,
Was all that he did see.

So the bear went down the mountain,
The bear went down the mountain,
The bear went down the mountain,
Very happily.

--Traditional

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TEDDY BEAR, TEDDY BEAR

Teddy Bear, Teddy Bear, turn around
(turn around)
Teddy Bear, Teddy Bear, touch the ground
(touch the ground)
Teddy Bear, Teddy Bear, show your shoe
(lift foot)
Teddy Bear, Teddy Bear, that will do.
(shake finger on last three words)

Teddy Bear, Teddy Bear, climb the stairs
(pretend to climb stairs)
Teddy Bear, Teddy Bear, say your prayers
(fold hands)
Teddy Bear, Teddy Bear, turn out the light
(pretend to turn out light)
Teddy Bear, Teddy Bear, say "Good-night".
(hands to side of head)

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TEDDY BEAR PARADE

AGES: 2-8.

NUMBER OF PLAYERS: 2-8.

MATERIALS: A Teddy Bear or stuffed animal for each child (ask children to bring favorites from home), a cardboard box for each child, heavy string or rope, materials for decorating (crepe paper streamers, stickers, balloons, precut paper shapes, pompoms, etc.), tape or glue.

PREPARATION: Place decorating materials in the center of the work area.

GAME:

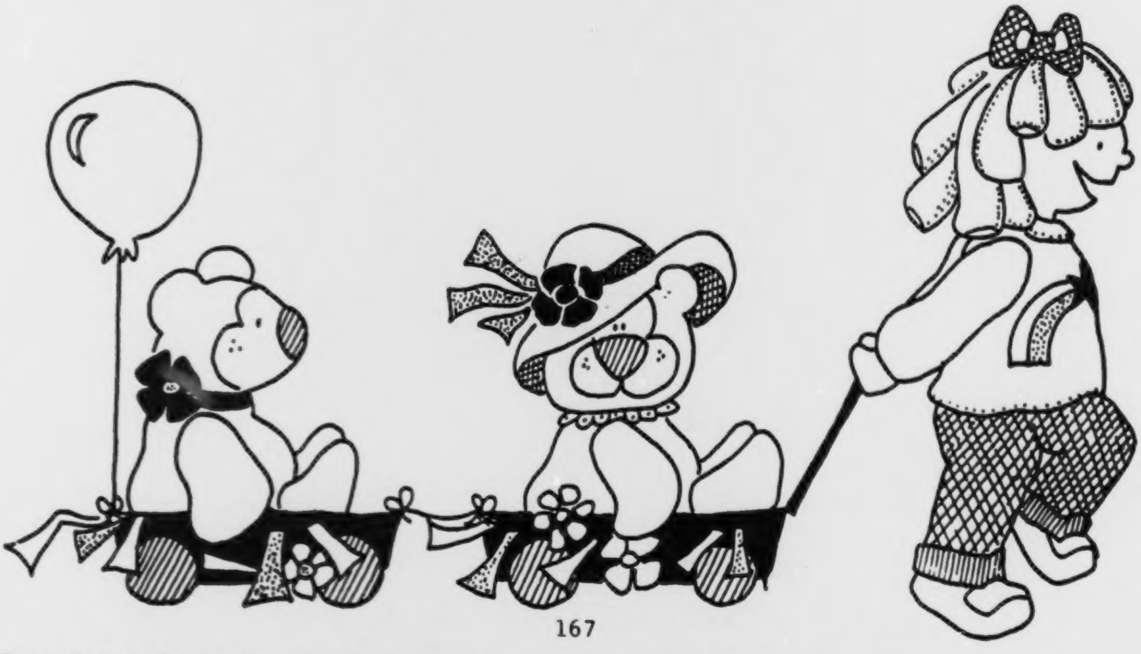
Give the children each a cardboard box and let them use the decorating materials to create "floats" for their Teddy Bears. Attach heavy string or rope to the front of each float to make a handle. Then let the children put their Teddy Bears inside their floats and pull them around the room in a Teddy Bear Parade.

HINT:

Let older children or an adult help the younger children with decorating.

VARIATION:

If weather permits, try an outdoor version of this game. Ask each child to bring from home some kind of riding toy, such as a wagon, bike or scooter. Let the children use crepe paper streamers, balloons, etc. to decorate their vehicles. Then have everyone ride in a parade around the block.



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TEDDY BEAR OLYMPICS

AGES: 2-4.

NUMBER OF PLAYERS: 2-10.

MATERIALS: A Teddy Bear or stuffed animal for each child (ask children to bring favorites from home), masking tape, construction paper, scissors, felt-tip marker, ribbon or gold stickers (optional).

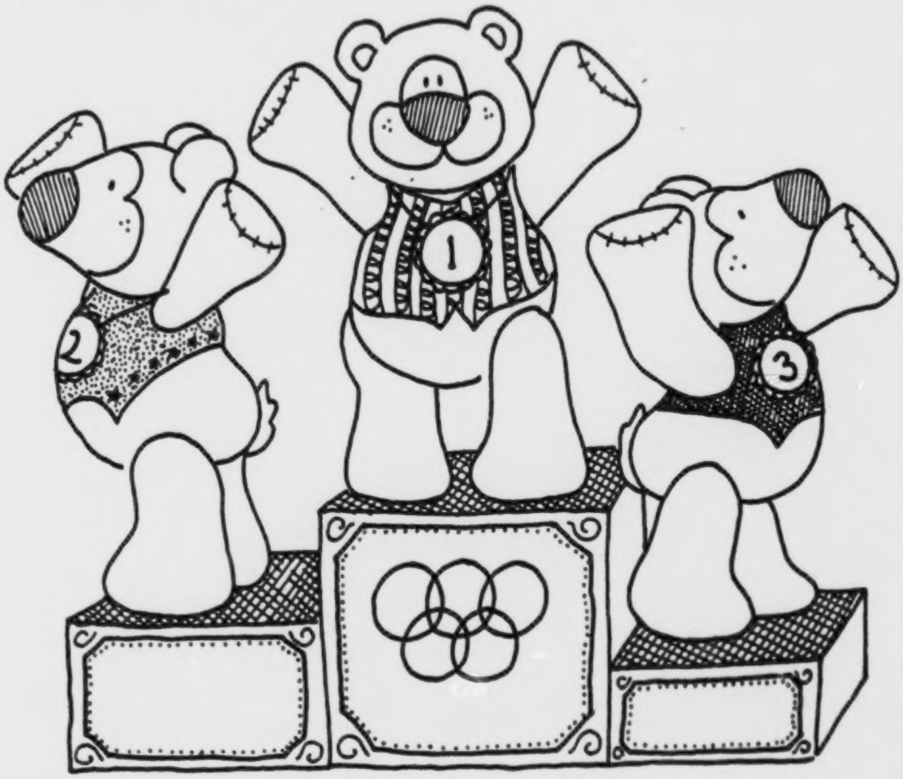
PREPARATION: Make awards (one for each Teddy Bear) by cutting small circles out of construction paper and numbering them to indicate First Place, Second Place, etc. Decorate the awards with ribbons or gold stickers, if desired. Make a starting line and a finish line on the floor with masking tape.

GAME:

Have the Teddy Bears line up at the starting line — with their owners, of course! Explain to the children that when you say "Go!" the Teddy Bears are to run as fast as they can to the finish line. (Demonstrate the activity for younger children.) At the end of the race, give out awards to the Teddy Bears, not to the children. In this way, the children will have a chance to participate in a race while avoiding direct competition.

VARIATION:

Let the Teddy Bears and their owners try jumping or crawling as they race to the finish line. Demonstrate each activity first.



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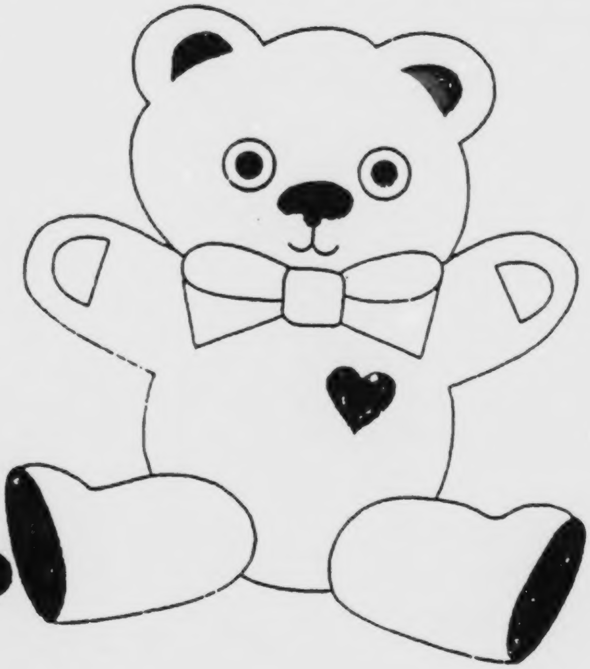
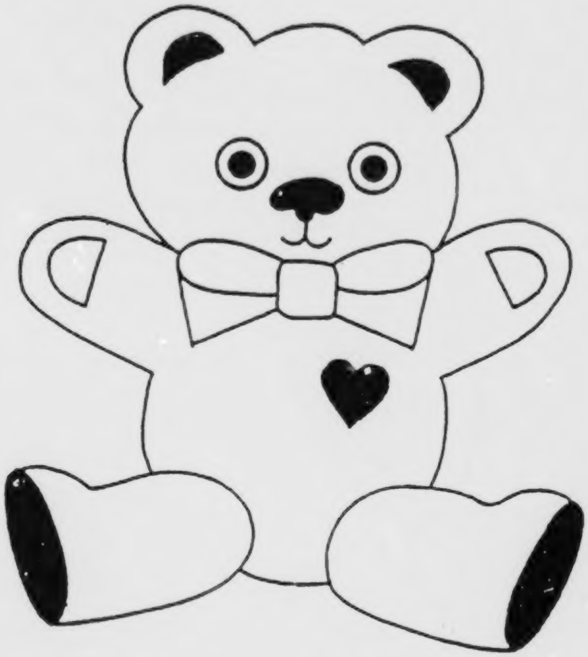
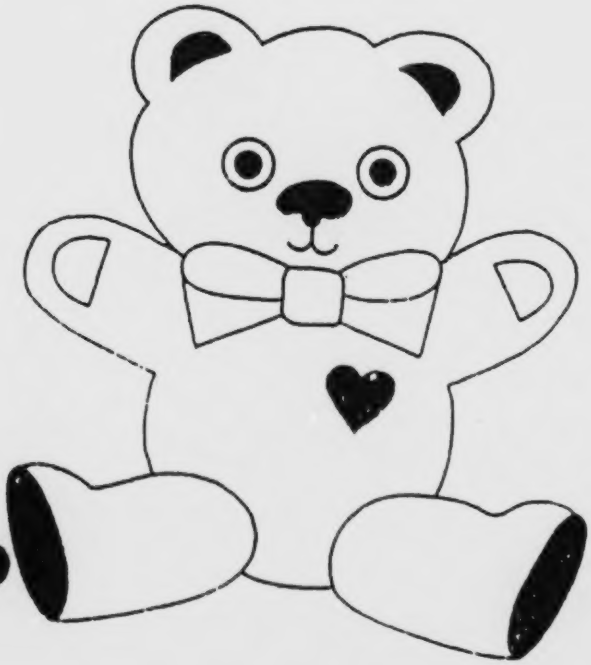
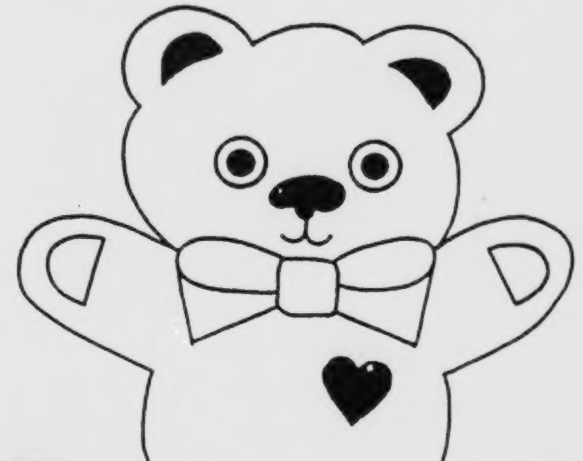
NAME TAGS









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Storytime

Good Listener Certificate

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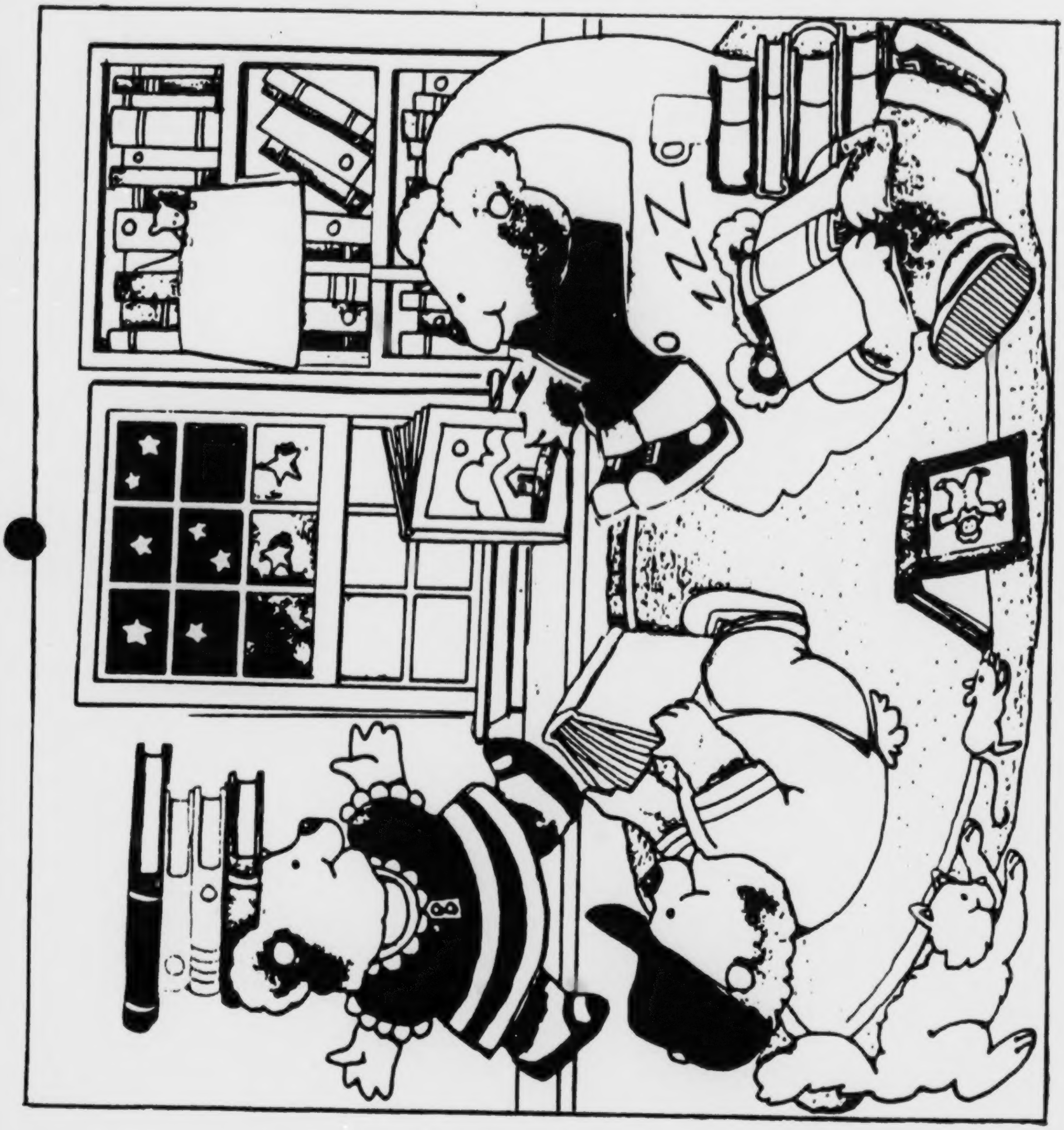
TEDDY BEAR PARTICIPATION AWARD



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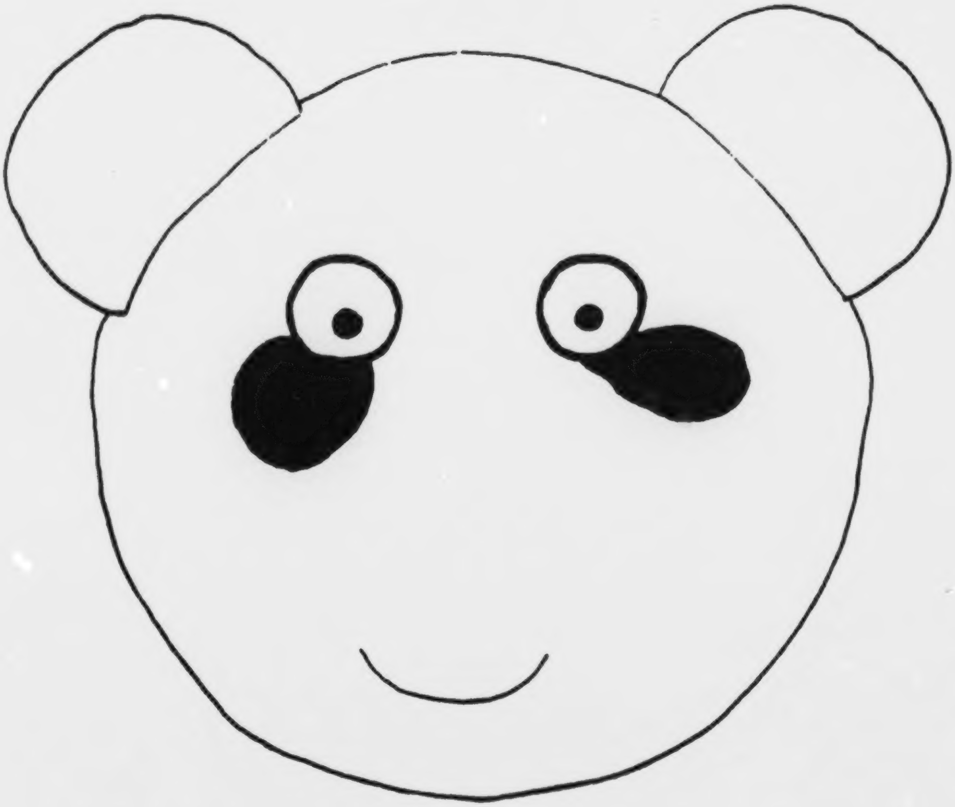
RALPH THE PANDA



CRAFT:

1. Cut Ralph's face out of white construction paper or poster board.
2. Draw in features.
3. Have buttons, cotton balls, and paper for noses.
4. Let the children decide which nose they want and glue it on Ralph.

Taken from Toddler-Preschool Story Time Workshop held in Alexandria, September 23 & 24, 1986, and sponsored by the Louisiana State Library. Submitted by Libraries in Louisiana.

Directions for Paper Plate Panda

(Pattern on following page)

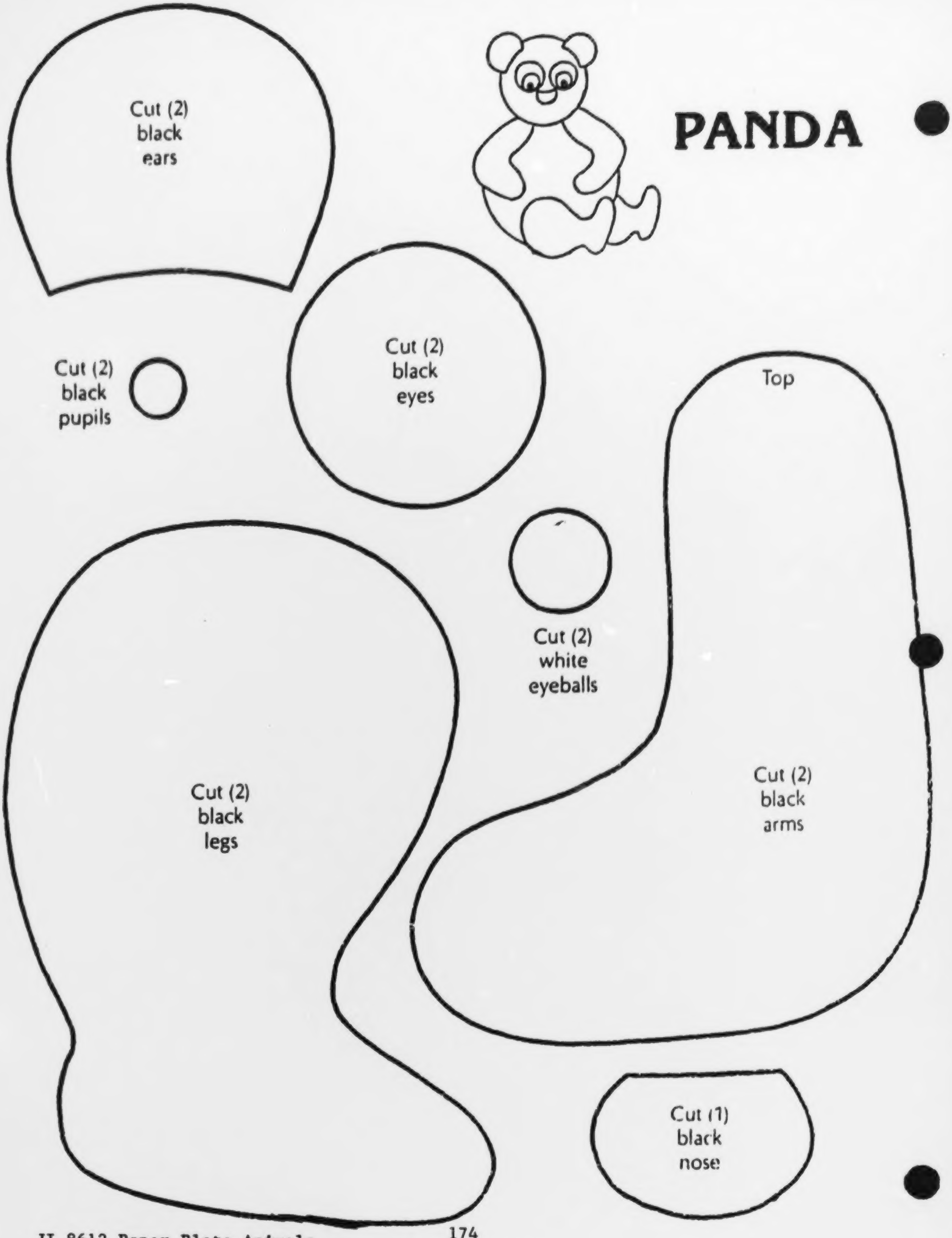
MATERIALS:

- One 9' white paper plate
- One 6" white paper plate
- Black paper
- White paper
- Tape
- Scissors
- Pencil
- Glue

1. Glue the arms on the top sides of the 9" plate.
2. Roll tape into 4 loops and tape the 6" plate about 2½" down on the 9" plate.
3. Glue the black eyes on the 6" plate.
4. Glue the white eyeballs on the eyes.
5. Glue the black pupils on the eyeballs.
6. Glue the nose on the face.
7. Glue the ears on the head.
8. Glue one leg under the 9" plate and one on the 9" plate.

JI 8612 Paper Plate Animals
(c)1982 by Judy/Instructo, Minneapolis, MN 55406

PANDA


Cut (2)
black
ears
Cut (2)
black
pupils
Cut (2)
black
eyes
Top
Cut (2)
white
eyeballs
Cut (2)
black
legs
Cut (2)
black
arms
Cut (1)
black
nose

JI 8612 Paper Plate Animals

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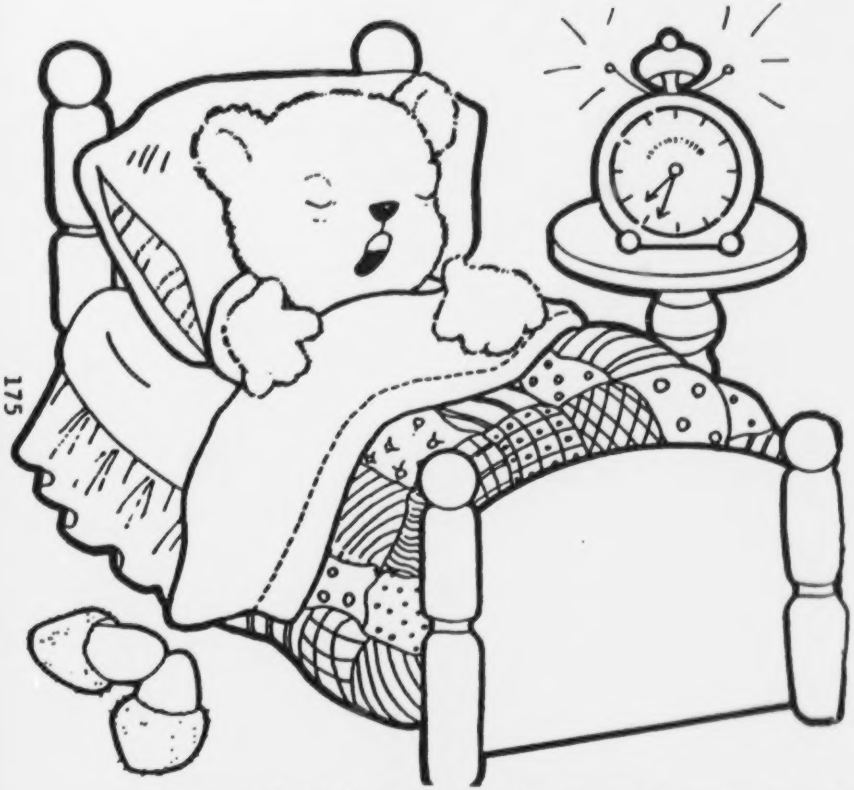
EXERCISING BEAR

by Alice Henshaw



You can help Little Bear do his morning exercises. Start by gluing the opposite page to lightweight cardboard. After it has dried, cut out all 3 pieces on the heavy lines. Punch 4 holes for paper fasteners and 2 small holes for string. Assemble as shown. Now pull the string up and down and Little Bear will do his morning exercises.

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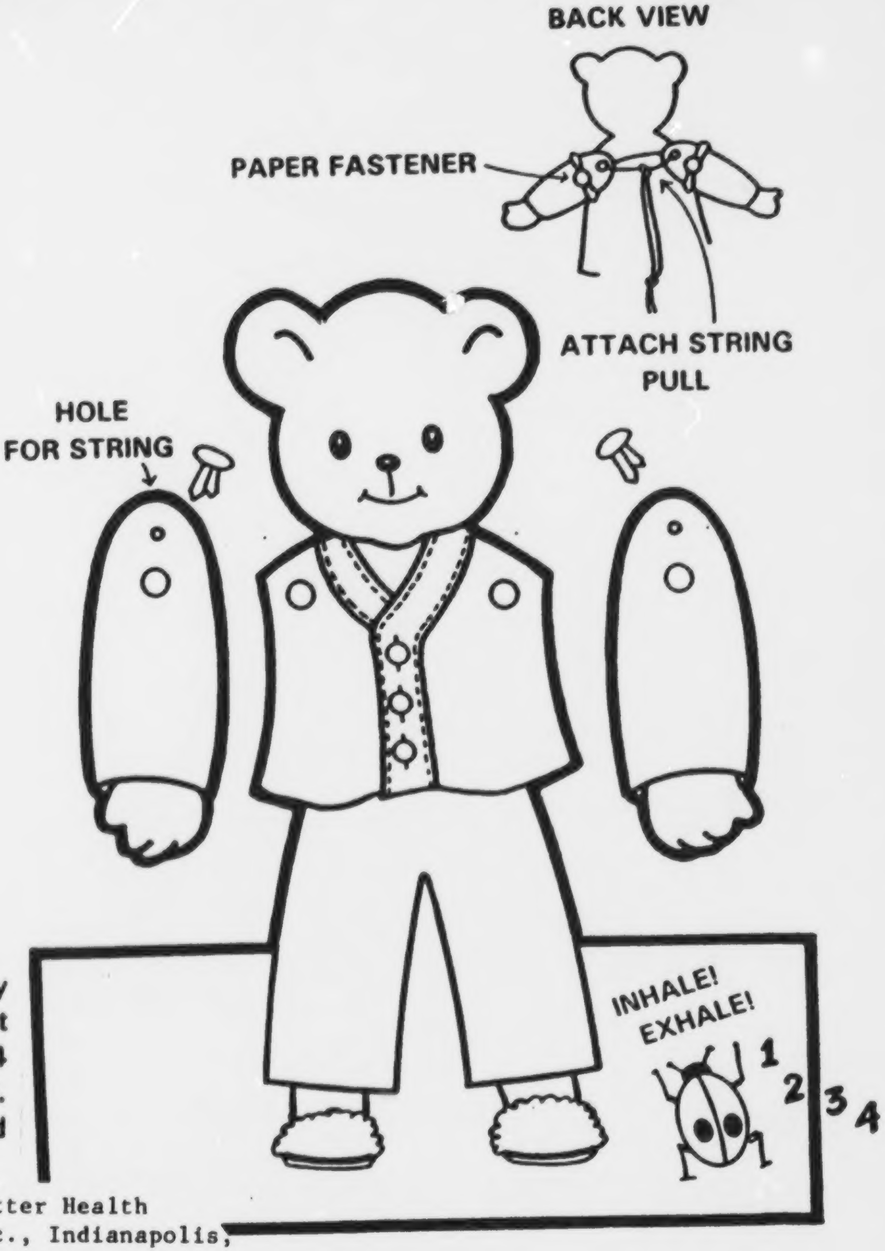
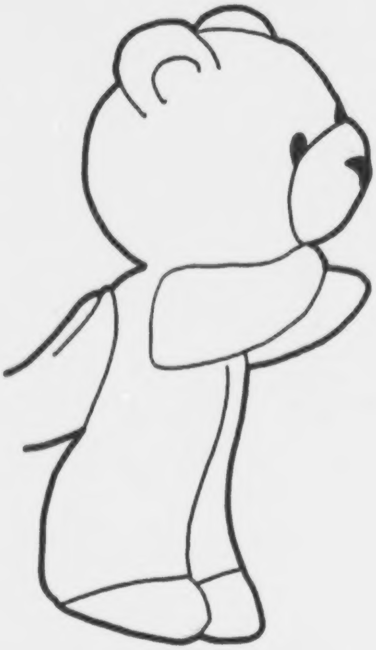

BACK VIEW
PAPER FASTENER
ATTACH STRING
PULL
HOLE
FOR STRING
INHALE!
EXHALE!
1
2
3
4

Teddy Bear Puppet

Did You Ever See a Teddy Bear?
Sung to: "Did You Ever See a Lassie?"

Did you ever see a teddy bear,
A teddy bear, a teddy bear?
Did you ever see a teddy bear
Go this way and that?
Go this way and that way,
And this way and that way.
Did you ever see a teddy bear
Go this way and that?

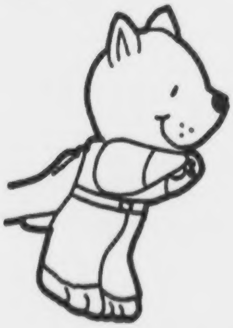
Mary Evelyn Barcus
Indianapolis, IN

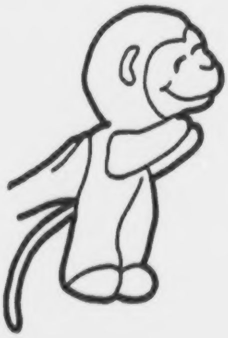


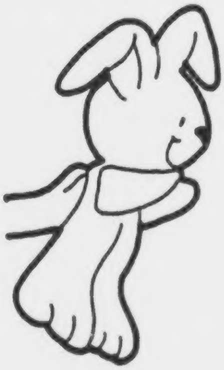
Materials: Stuffed teddy bear; polyester stuffing (available at fabric and craft stores); pair of scissors.

Making the Puppet: Cut a slit in the back of a teddy bear and carefully remove the stuffing. Partially restuff the bear with polyester stuffing. Insert your hand in the bear's back and extend your fingers into its arms and head.

Variations:







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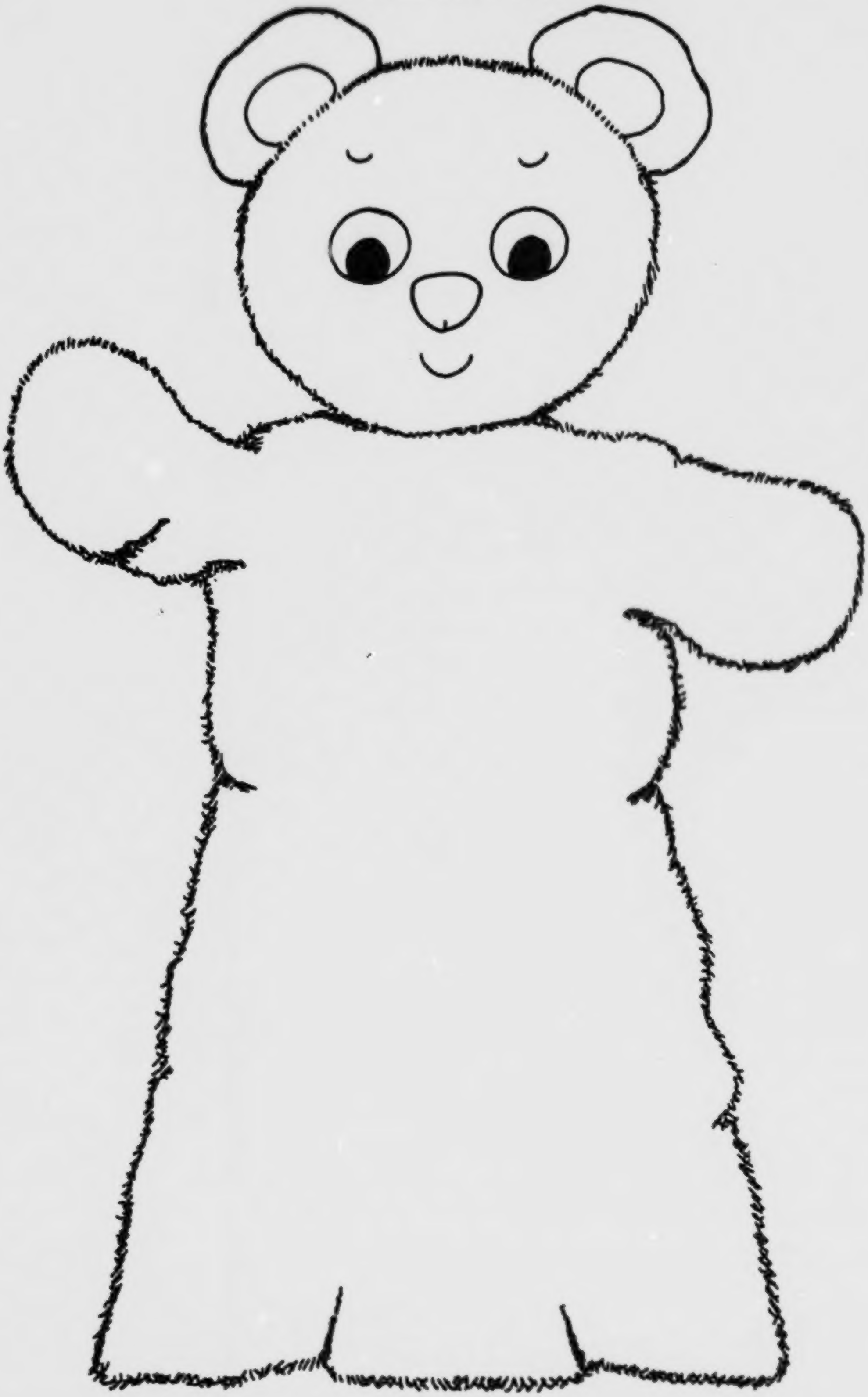
PATTERN FOR TEDDY BEAR PUPPET



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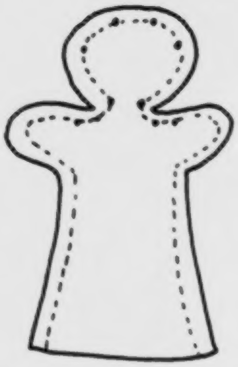
Trace top and bottom pieces of pattern. Include marking ●'s. Cut out.

Overlap top and bottom pieces, matching solid lines; tape together forming whole puppet pattern:



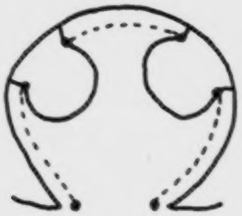
Trace ear pattern and cut out.

Fabric: choose brown or black fake fur for body; use brown or black felt for ears.

Place right sides of fabric together, pin pattern in place. Cut out. Mark ●'s for sewing line around neck, and ear placement at top of head. Cut two ears from felt, mark ●'s.

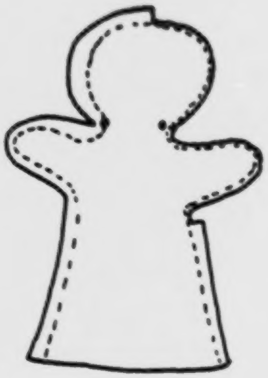
Remove pattern pieces. Place front piece over back piece, placing right sides of fabric together. Pin at sides and arms.

Pull front of head back to allow you to place ears at ●'s, as shown. Carefully fold front over back of head, keeping ears in place at ●'s. Pin head pieces together, so ears are securely in place:



Sew around sides and top allowing 5/8" seam allowance. (Use very fine stitch around curves to make smooth, straight seam.) Follow marking ●'s to maintain 5/8" seam at neckline. Pivot at large ■'s to form head.

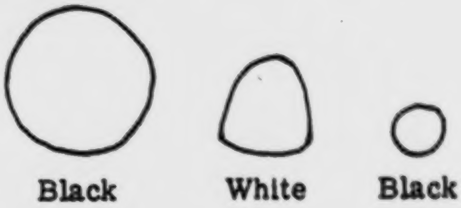
Trim all curved seams close to stitching line; clip almost to seam at large 's:



Turn right side out; pull ears up, and press seams lightly. Stuff the head slightly with old nylon stockings.

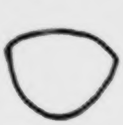
Cut features from felt and glue in place.

Eyes: cut two sets each:

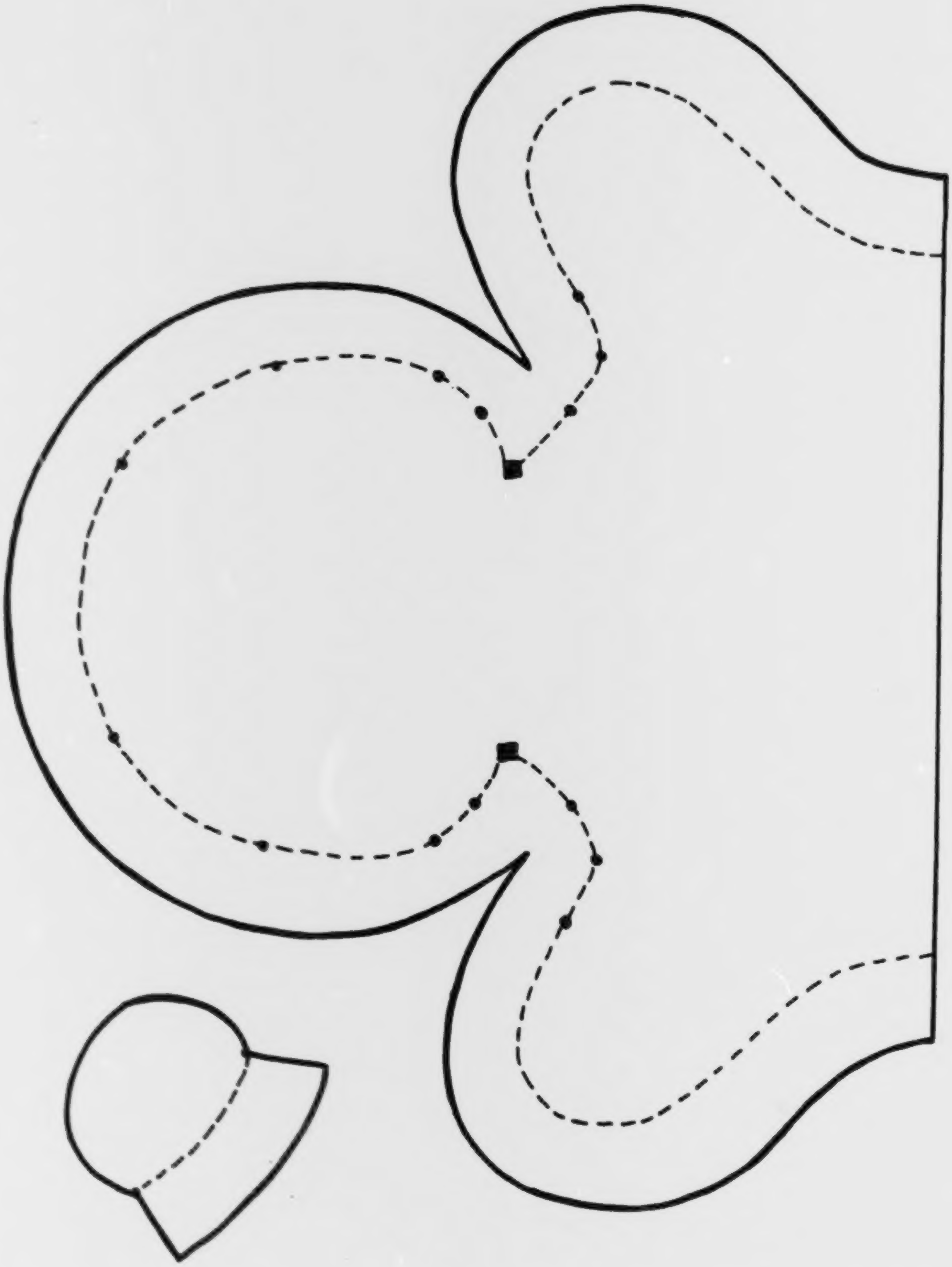


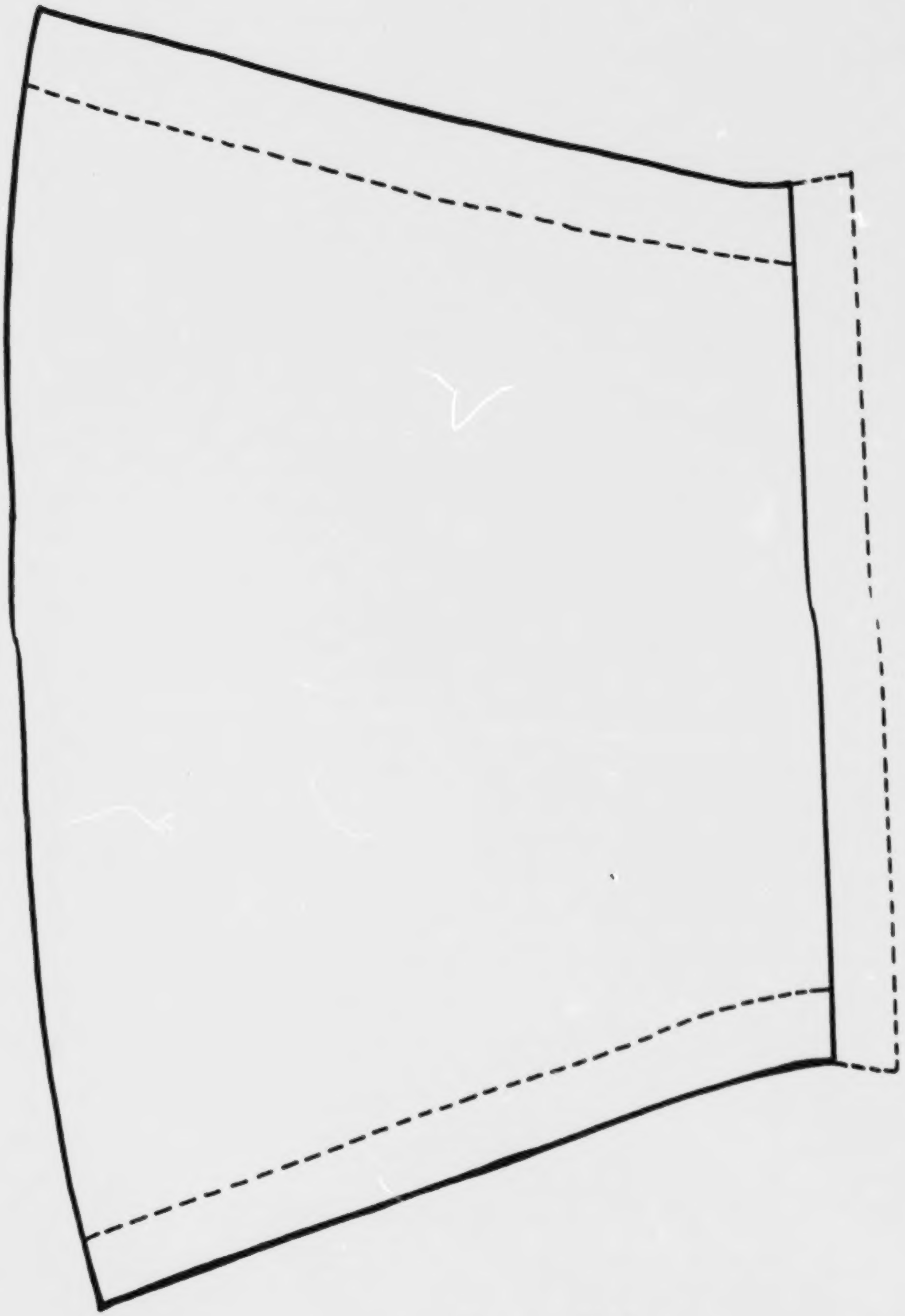
Glue white over black outer eye, center black "pupil" on white. Glue in place at center of face.

Nose: cut one from black felt. Glue in place.



Mouth: cut small smile from red felt. Glue in place.





Teddy Bear Paws

16 paws.

Utensils

- Medium bowl
- Egg beater
- Long-handled spoon
- Breadboard and pastry cloth
- Rolling pin and stockinet cover
- Custard cup
- Cookie sheet
- Table knife
- Spatula
- Pancake turner
- Wire cooling rack

Ingredients

- ½ cup granulated sugar
- ¼ cup butter or margarine, softened (½ stick)
- 2 tablespoons shortening
- 1 egg
- 1 teaspoon vanilla
- 1¼ cups all-purpose flour*
- ½ teaspoon baking powder
- ½ teaspoon salt
- About 3 tablespoons raspberry jam
- About 3 tablespoons chopped nuts
- About 3 tablespoons powdered sugar

1 Beat ½ cup granulated sugar, ¼ cup butter, 2 tablespoons shortening, 1 egg and 1 teaspoon vanilla in bowl. Stir in 1¼ cups flour, ½ teaspoon baking powder and ½ teaspoon salt and mix until smooth. Cover and refrigerate at least 1 hour.

2 Cover breadboard with pastry cloth, tucking ends underneath. Cover rolling pin with stockinet cover. For convenience, place some flour in custard cup. Sprinkle the covered board and rolling pin lightly with the flour and rub it in until it disappears.

3 Grease cookie sheet with shortening.

4 When the dough has been refrigerated at least 1 hour, heat oven to 400°.

5 Roll the dough into a 12-inch square on the covered board. Cut into 3-inch squares.

6 Spread about ½ teaspoon jam down the center of each square. Sprinkle the jam on each square with about ½ teaspoon nuts.

7 Fold one edge of the dough over the jam and nuts, then fold the other edge over the top. Lift the unbaked cookies onto the greased cookie sheet with pancake turner.

8 Make 4 or 5 cuts in one long side of each cookie and spread the cuts slightly apart. Sprinkle each cookie with about ½ teaspoon powdered sugar.

9 Bake in 400° oven 6 minutes or until light brown. Lift to rack with pancake turner.

* Do not use self-rising flour in this recipe.

From Betty Crocker's Cookbook For Boys and Girls. "Reprinted with the permission of General Mills, Inc."

THEME:	GOING QUACKERS
AGE RANGE:	Primary - Grade 1 - 3
BOOKS:	Friskey, Margaret. Seven Diving Ducks McCloskey, Robert. Make Way For Ducklings. Obligado, Lilliam. The Ugly Duckling.
ACTIVITIES:	Call the club meeting to order with a duck caller. Goldfish crackers could be served as a food treat. Miss T. Flying Duck (Craft) Walking Duck Puppet (Craft and Puppet Play)
FLANNELBOARD:	"Three Ducks Went Wandering"
HANDOUTS:	Connect the dots - Duck Hidden Picture - Ugly Duckling Color Sheet - Duck Family
FILMS:	Make Way for Ducklings. Weston Woods Films. Primary. (LSL) The Ugly Duckling. Weston Woods Films. Primary. (LSL) The Case of the Elevator Duck. Learning Corporation of America. Primary. (LSL)
FILMSTRIPS:	Ugly Duckling. Society of Visual Education. Primary.
VIDEO:	The Ugly Duckling. Random House. Primary
SONGS:	"The Little White Duck" "Ducks On a Pond"
GAME:	"Disappearing Ducks"
PUPPET PLAY:	Walking Duck Puppet

CRAFT IDEA

"MISS T. FYING DUCK"

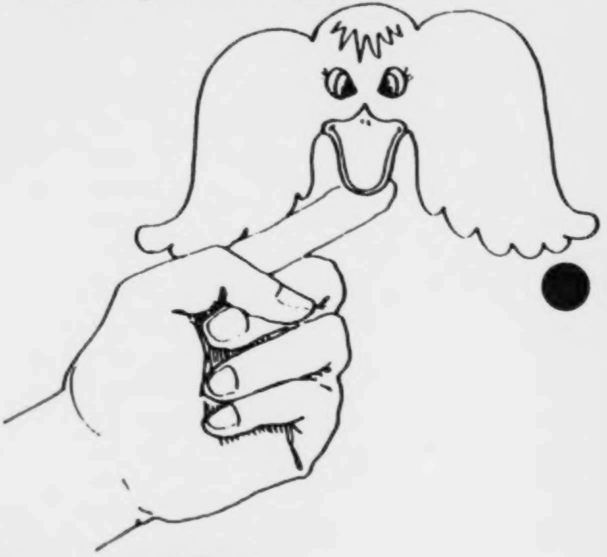
We're not exactly sure how "Miss T. Fying Duck" does it, but somehow she manages to balance herself on almost anything like a fingertip or a crayon top! This project is based on a craft idea of authors Janet and Alex D'Amato, who have written many craft idea books for children. We recently "met" Janet D'Amato via the telephone, and found her to be as delightful as can be. Our staff had a great time making "Miss T. Fying Duck." It was really fun to see how many spots around the office that the duck would perch. Certainly children will have a wonderful time with this fascinating but simple to make craft activity.

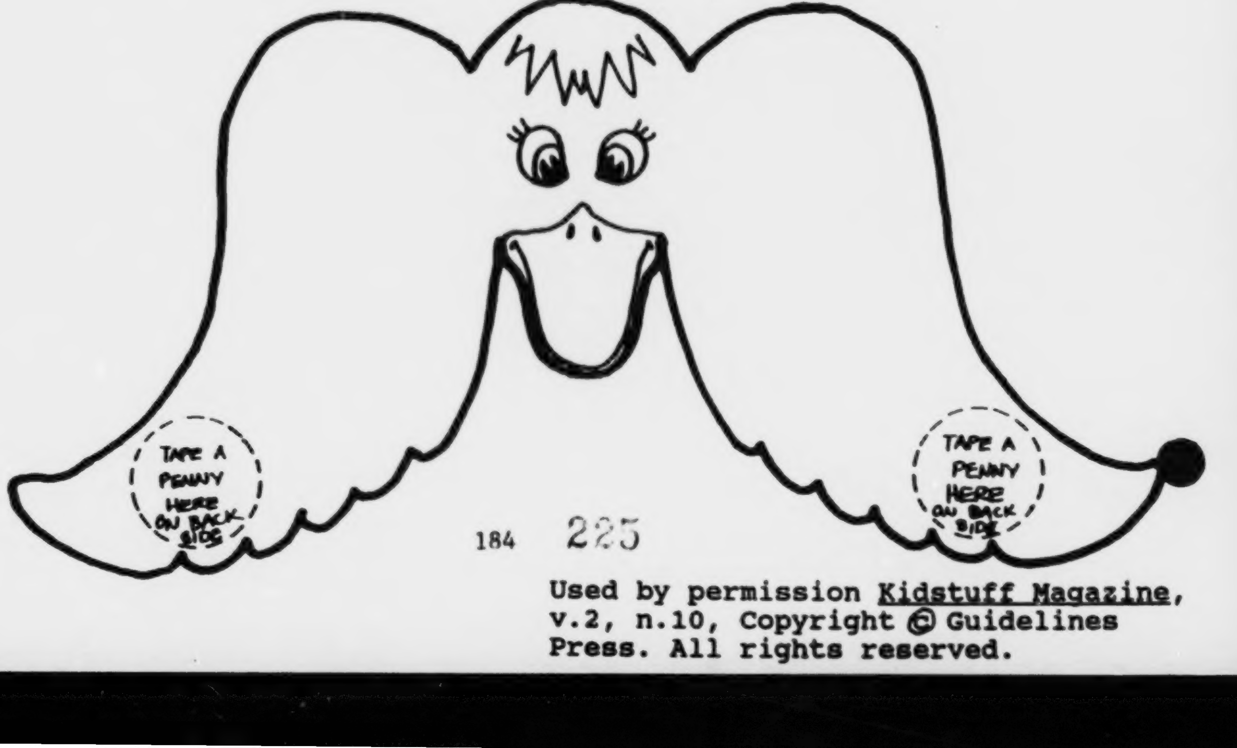
MATERIALS

For EACH duck you will need: 1. Two pennies (ask children to bring in), 2. cellophane tape, 3. one duck shape from the pattern below. The duck shape can be made from posterboard (one sheet is enough for 24 "ducks"), or any lightweight cardboard, like shirt cardboard, or a box lid. 4. Crayons. 5. One sheet carbon paper.

DIRECTIONS

Using a piece of carbon paper and a pencil transfer the duck shape on this page onto posterboard or cardboard. Cut out several of these to use as patterns. Let children trace around patterns, and then color and cut ducks out. On the back side of each duck, tape one penny to each wing as indicated in illustration. The penny placement is important as the duck's center of balance is affected by the positions of the pennies. If a duck is tilting over or to one side adjust the pennies (one at a time) slightly to compensate.




TAPE A PENNY HERE ON BACK SIDE
TAPE A PENNY HERE ON BACK SIDE

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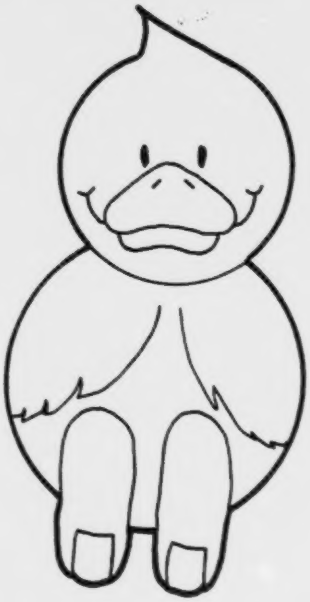
Walking Duck Puppet

I'm a Little Yellow Duck
Sung to: "Little White Duck"

I'm a little yellow duck
Who loves to see the rain.
A little yellow duck,
Now I will explain.
I love to see the rain come down,
So I can swim all around the town.
I'm a little yellow duck
Who loves to see the rain.
Splish, splish, splash!

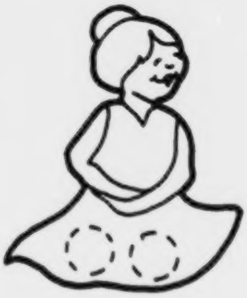
Jean Warren

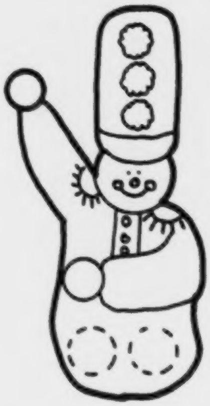


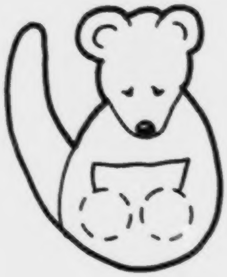
Materials: Yellow posterboard; felt-tip markers; pair of scissors.

Making the Puppet: Use the pattern on page 75 as a guide to cut a duck shape out of yellow posterboard. Cut two finger holes at the bottom of the puppet as indicated on the pattern. Use felt-tip markers to decorate the puppet as desired.

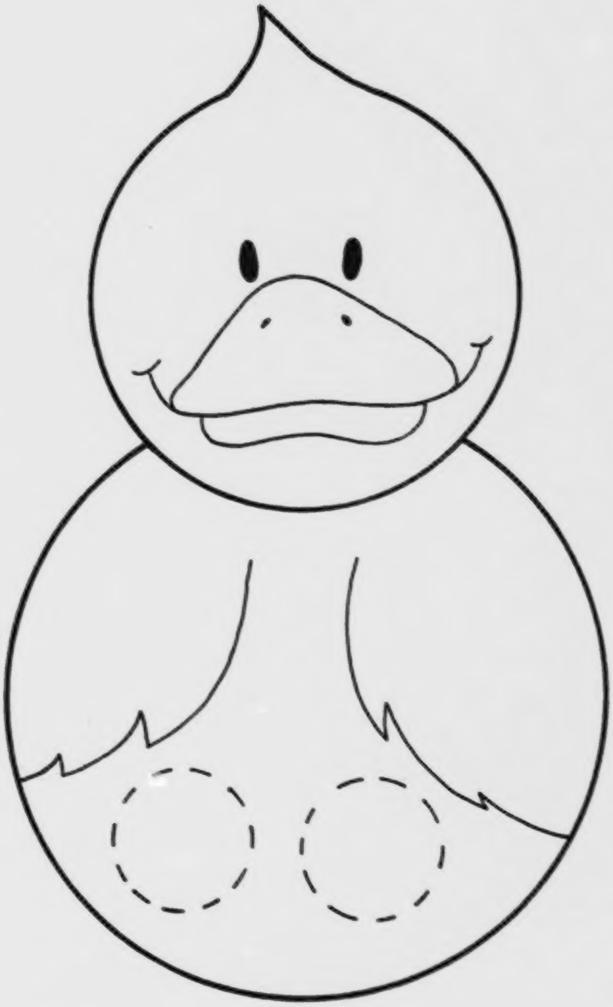
Variations:







From 1-2-3 Puppets by Jean Warren. Cora L. Walker, illustrator, (c) 1989.
Warren Publishing House, Inc., P.O. Box 2250, Everett, WA 98203.



From 1-2-3 Puppets by Jean Warren.
Cora L. Walker, illustrator, (c) 1989.
Warren Publishing House, Inc., P.O. Box
2250, Everett, WA 98203.

Walking Duck Puppet Pattern

FLANNELBOARD FUN

Three Ducks Went Wandering

By
Rob Roy

FLANNELBOARD

If you do not have a flannelboard, A) take a large piece of stiff heavy cardboard (24" x 36" is a good size), and B) cover it with a dark color felt. C) Secure the material on the back with masking tape.

PATTERNS

(A) Place medium weight Pellon over the patterns in this issue, and trace as many shapes as needed on to the Pellon with a pencil (Pellon is a fabric stiffener/interfacing sold in fabric stores). (B) Outline each shape with black marker to increase visibility, and then color with marking pens or crayons. (C) Cut patterns out.

THREE DUCKS WENT WANDERING

TO PRESENT: Words in BOLD type denote pattern pieces. Place each pattern on the flannelboard as it is mentioned in the story. Follow directions as noted.

One fine day **three little ducks** (Place ducks in center of board) wandered away from their mother's nest. They waddled past the barn and across the field, RIGHT IN FRONT OF...

...**A BIG ANGRY BULL!** (Place bull to left of ducks) "What are those three ducks doing in my field?" said the bull. "I'll teach them a lesson!"

With a snort the bull lowered his head and charged at the ducks.

"Look," said the first little duck. (Place fence to right of ducks) "**Grasshoppers!**" (Place grasshoppers to right of fence) said the second little duck. "Let's get them," said the third little duck. So they scrambled under the fence to get the grasshoppers, (Move ducks to right of fence)

and the bull crashed into the fence. (Remove bull and fence)

The three ducks gobbled up the grasshoppers (Remove grasshoppers) and then went wandering on through the woods, RIGHT IN FRONT OF...

...**A DEN OF HUNGRY FOXES!** (Place foxes to left of ducks) "Look at those ducks walking down our path," said Mother Fox. "Let's have them for our lunch," said Father Fox. "Yes, yes!" said the little foxes. So they all ran after the ducks.

"Look," said the first little duck. "**A pond!**" (Place pond to right of ducks) said the second little duck. "Let's go swimming," said the third little duck. So the three of them swam out into the cool water,

And all the foxes stayed on the shore, for they did not like to get wet.

The three ducks had a lovely long swim. Then they paddled to the other side of the pond,
RIGHT UNDER...

...**A HAWK** (Place hawk above ducks) Soaring in the sky!

"Look at those fat little ducks down there," said the hawk. "I'll eat one right now, and take the other two home to my children." With a slap of her wings, the hawk zoomed down, down, down toward the ducks.

"Look," said the first little duck. "Lots of **bugs!**" (Place bugs at bottom of pond) said the second little duck. "Let's get them," said the third little duck. So they dove to the bottom,

and the hawk flew away hungry.

The three ducks had a yummy lunch, and then waddled ashore (Move ducks to left, remove pond) to lie in the sun, RIGHT IN FRONT OF...

...**A LONG SHINY SNAKE!** (Place snake to left of ducks) "Look at those three ducks lying in the sun," said the snake. "I'll eat one for lunch, and one for supper, and one for breakfast tomorrow." With a wiggle, the snake slithered up to the ducks.

"Look," said the first little duck. "**Butterflies!**" (Place butterflies to right and above ducks) said the second little duck. "Let's get them," said the third little duck. The ducks leaped into the air after the butterflies, (Move ducks up)

and the snake tied itself in knots.

By now the three ducks were very tired, so they wandered back to the barnyard again, RIGHT IN FRONT OF...

...their **MOTHER** (Place Mother to right of ducks) "Here are my three darling ducks," she said. "You look ready for a nap."

So Mother Duck spread her wings over her children, and the three little ducks went right to sleep.

Rob Roy, Three Ducks Went Wandering. Copyright © 1979. Reprinted through permission of Clarion Books. Flannelboard presenation by Julie Shelton Hall

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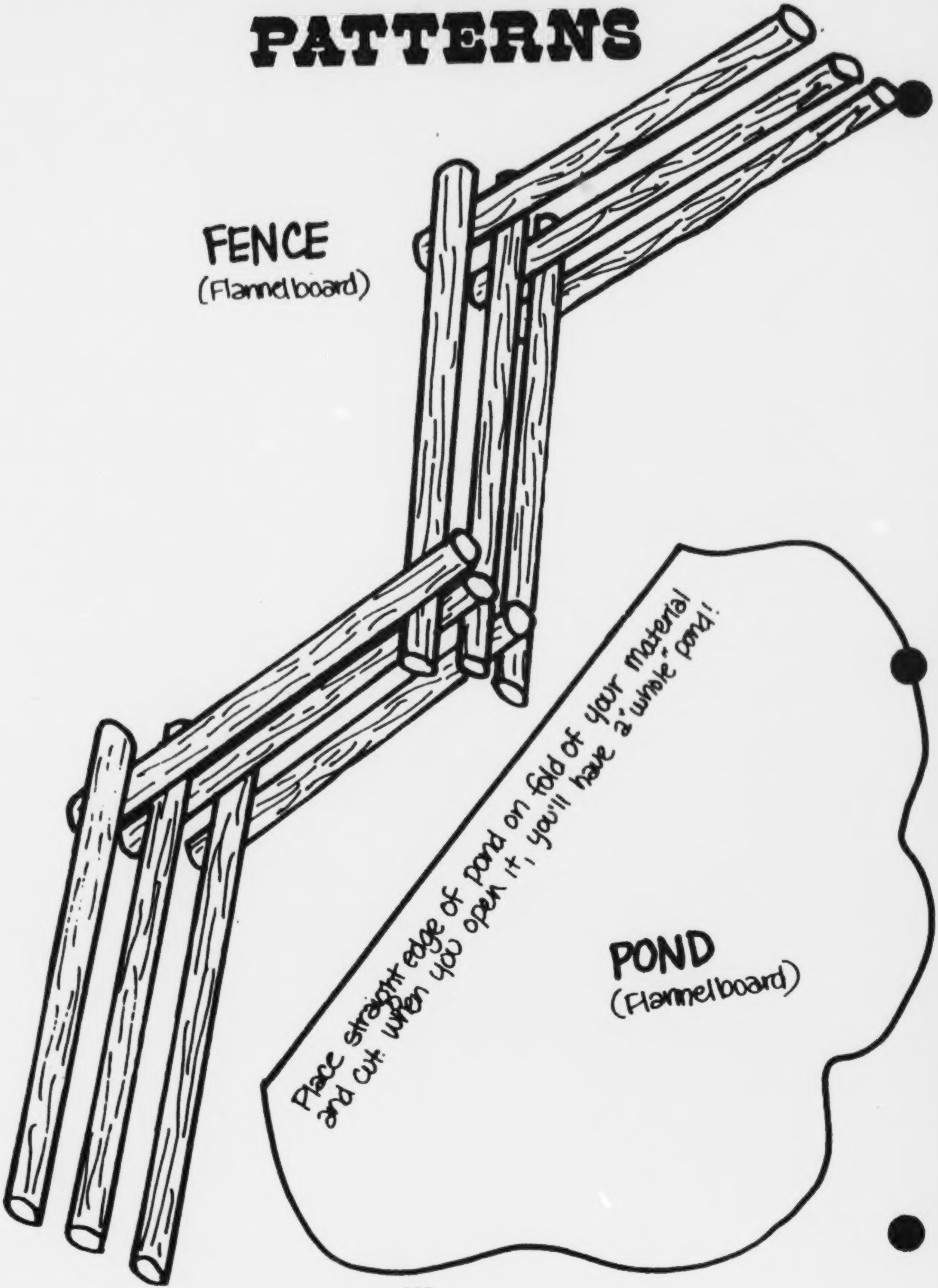
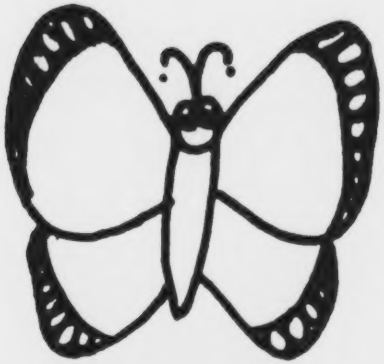
PATTERNS



FENCE
(Flannelboard)

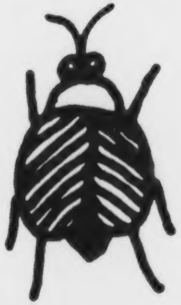
POND
(Flannelboard)

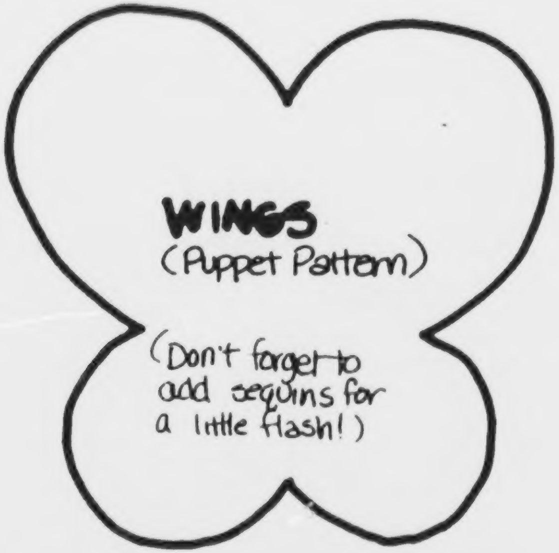
Place straight edge of pond on fold of your material and cut. When you open it, you'll have a "whole" pond!



BUTTERFLY
(Flannelboard)

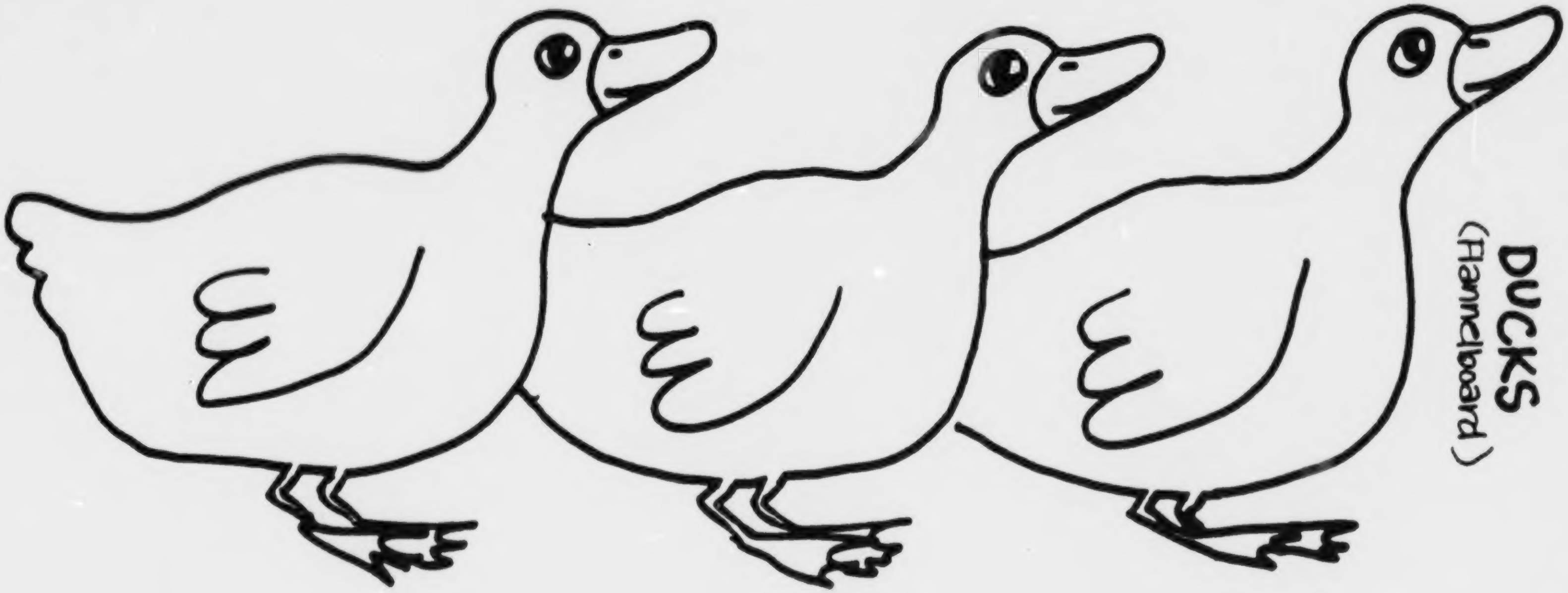
BUG
(Flannelboard)





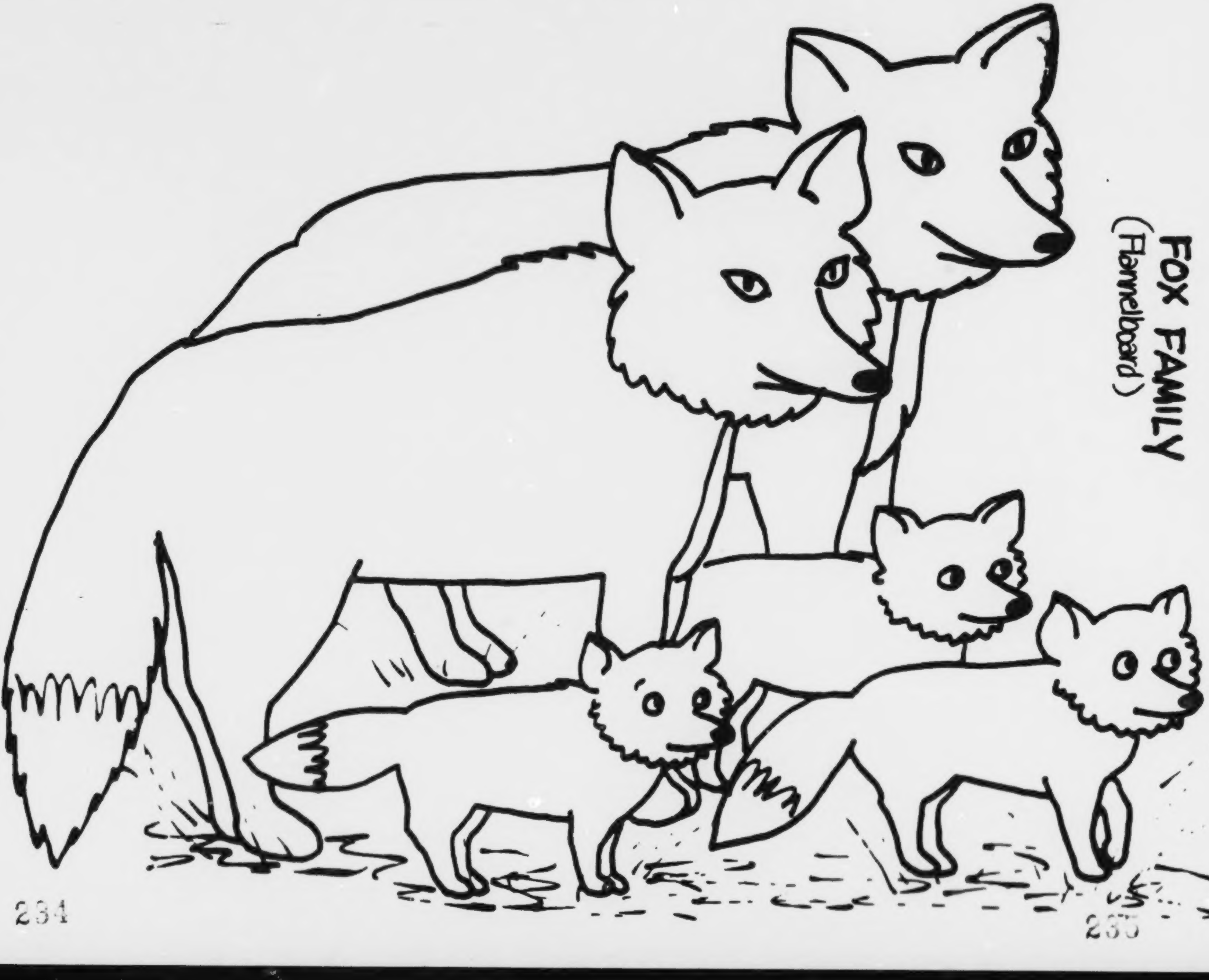
WINGS
(Puppet Pattern)

(Don't forget to add sequins for a little flash!)



DUCKS
(Flannelboard)

FOX FAMILY
(Flannelboard)



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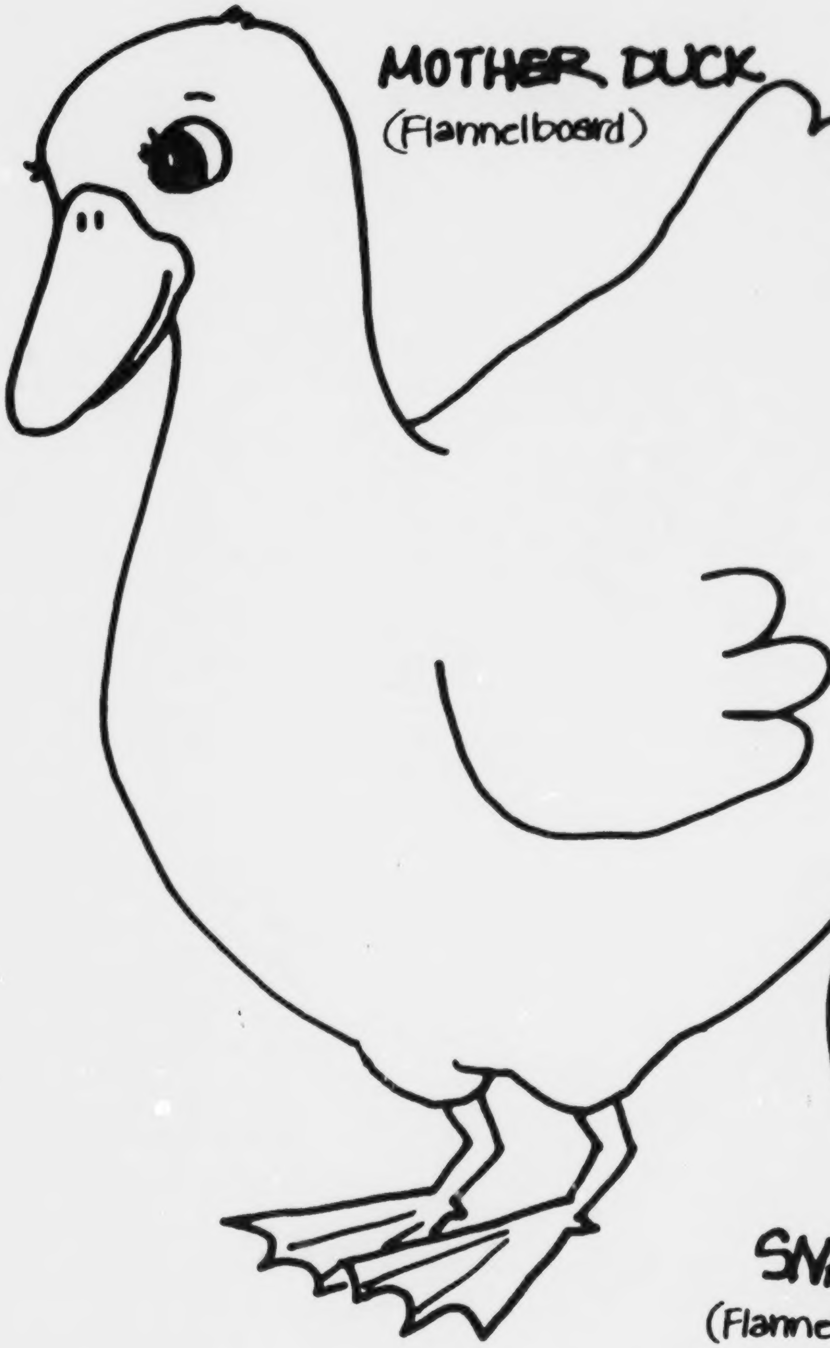
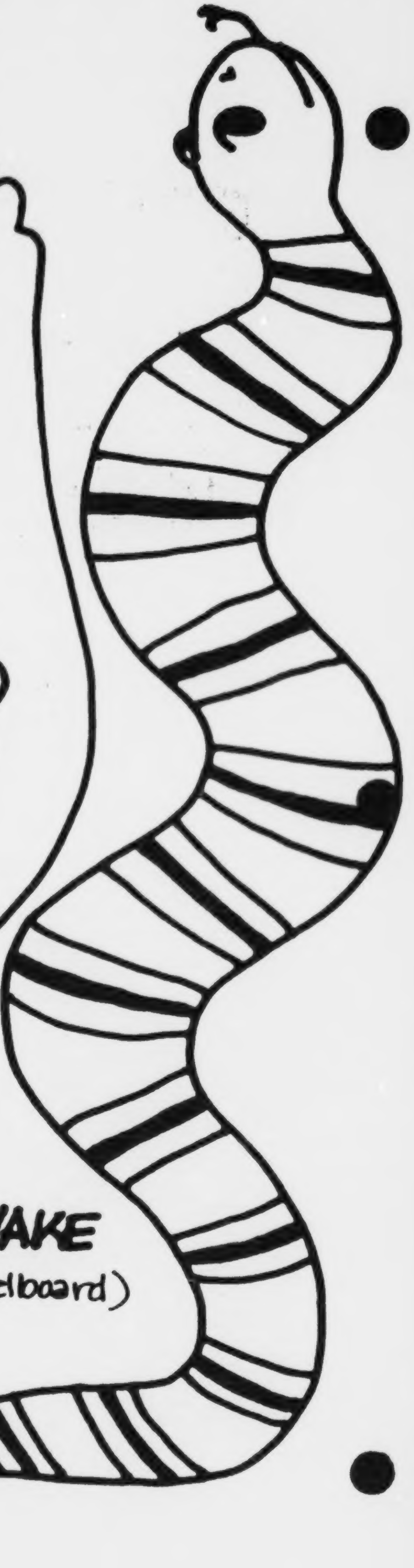
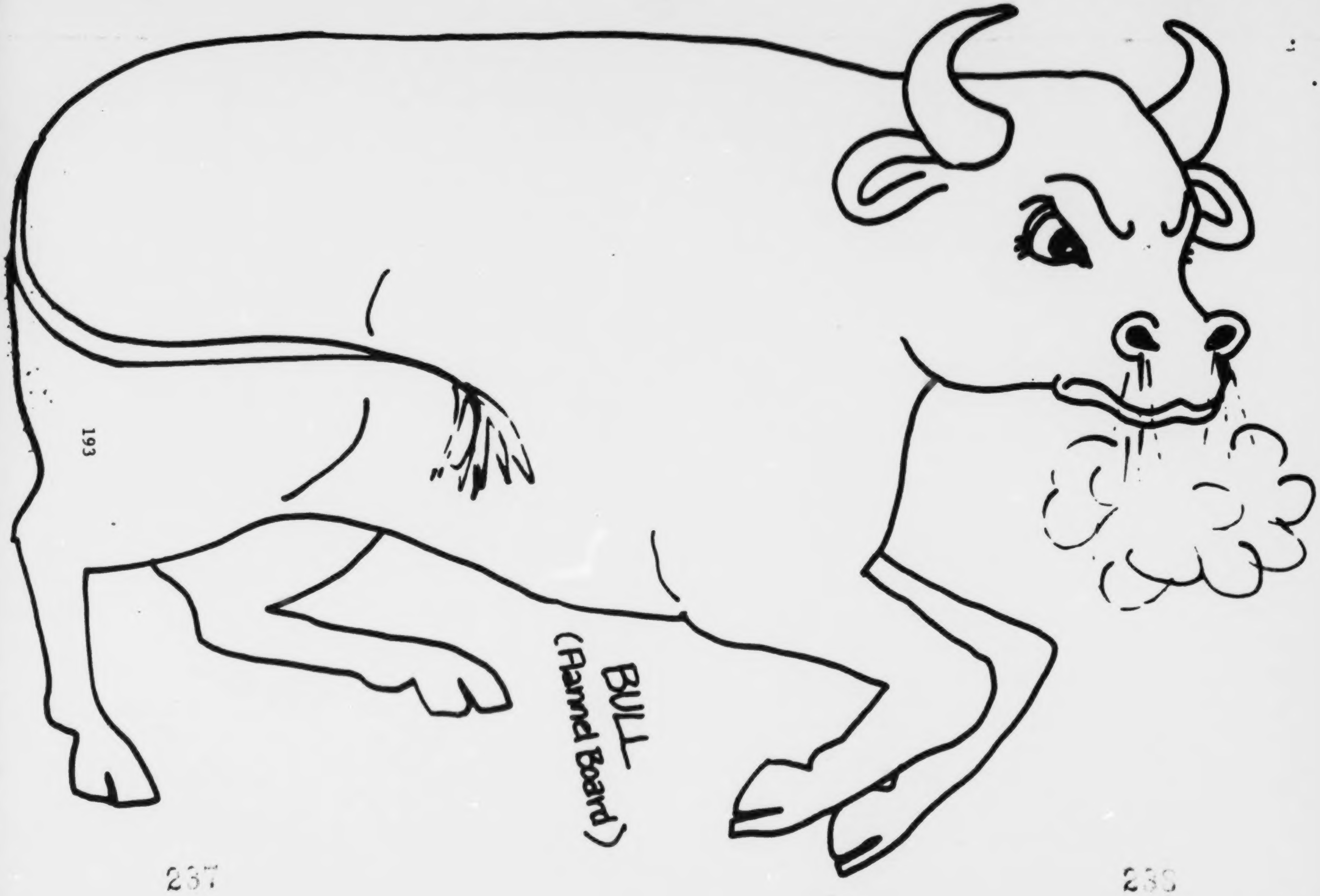
MOTHER DUCK
(Flannelboard)

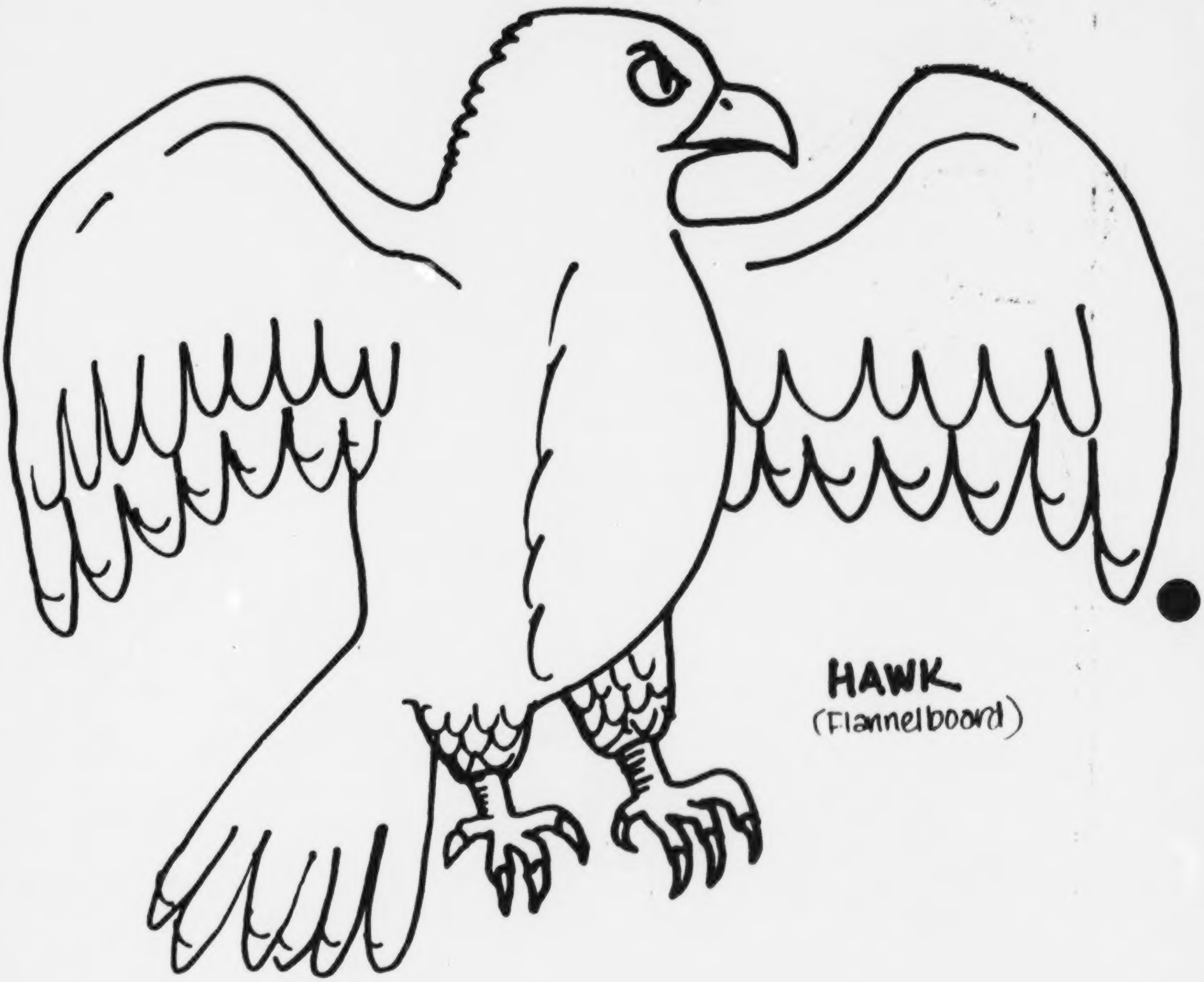


SNAKE
(Flannelboard)

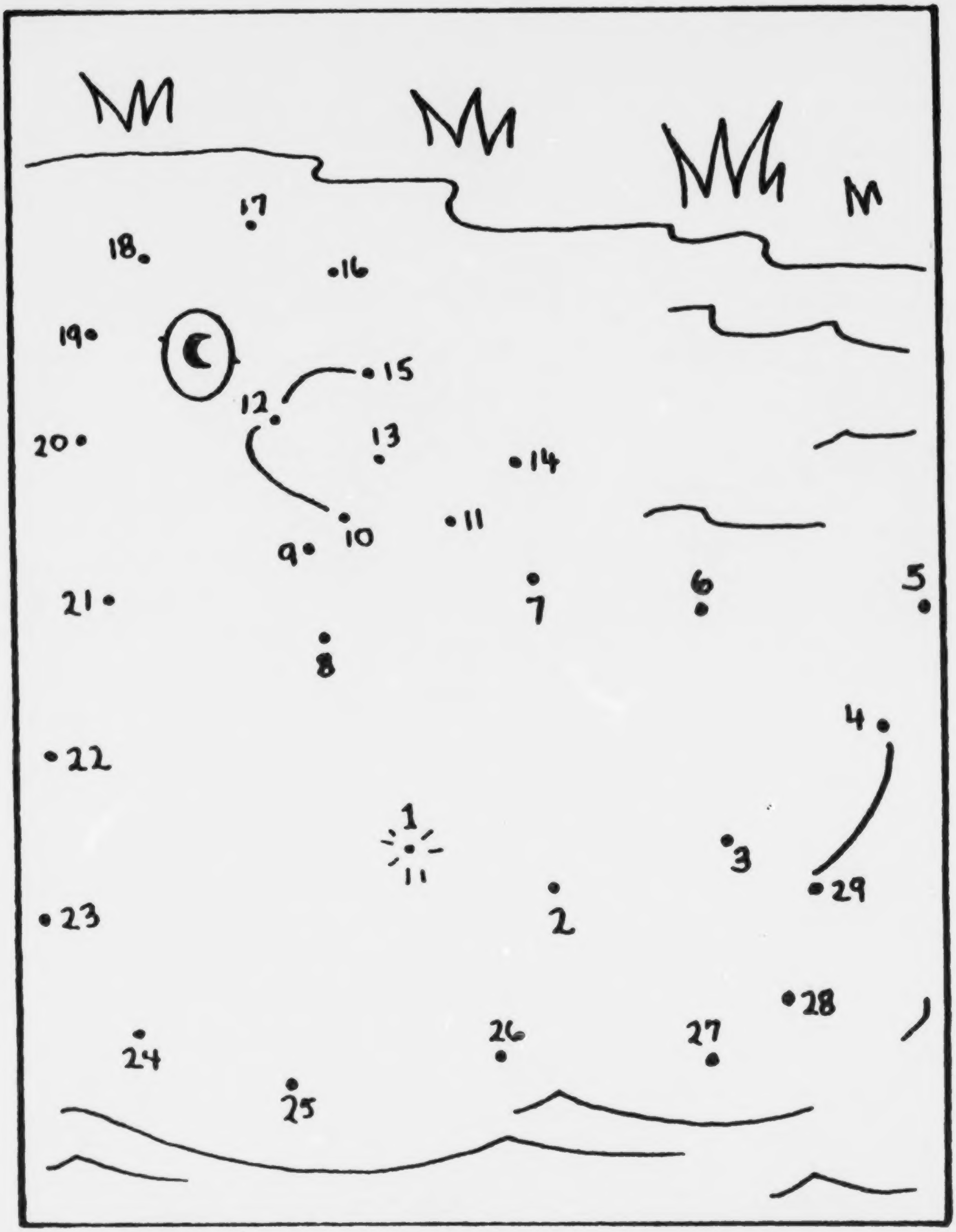




BULL
(Flannel Board)



HAWK
(Flannelboard)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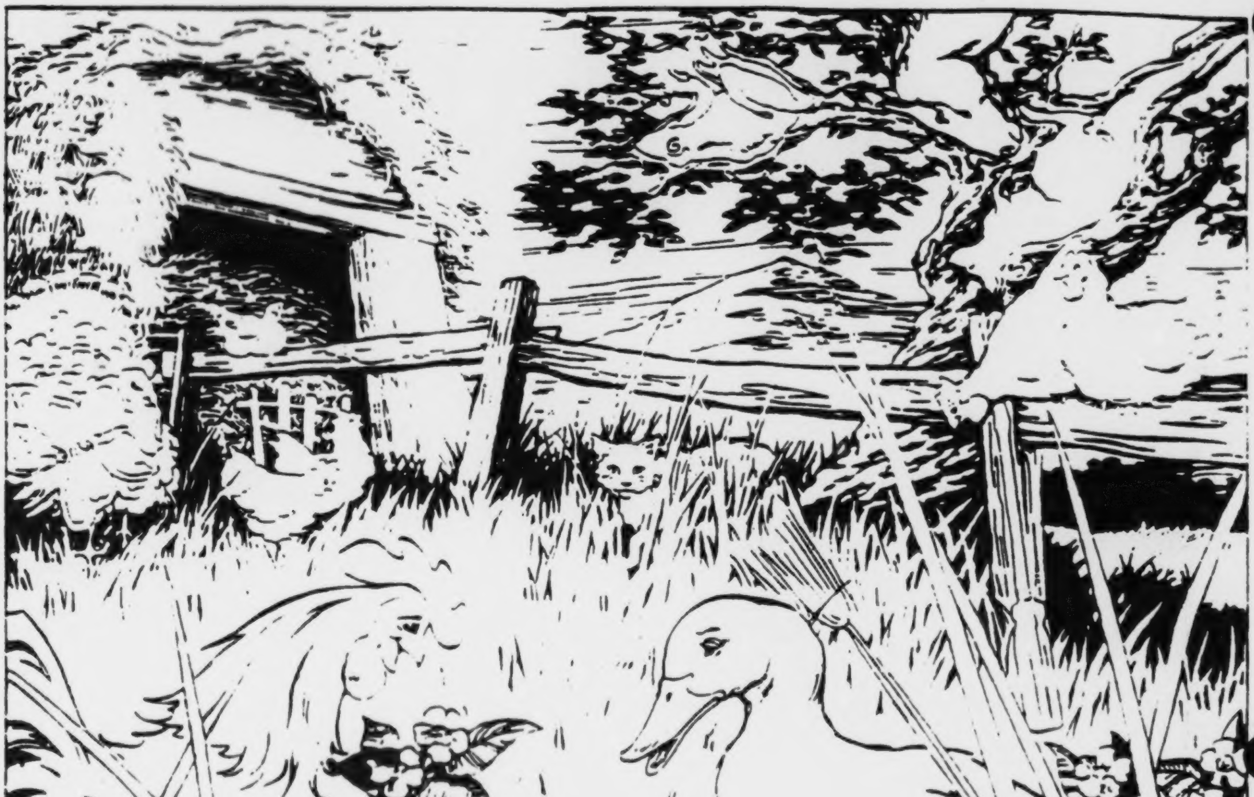
Though not a fish, I am extremely fond
Of swimming in the little pond.

From The Little Follow the Dots Book, by Anna Pomaska, 1986. Reprinted by permission of the publisher, Dover Publications, Mineola, New York.

Hidden Pictures



In this big picture find the butterfly, candle, pencil, horse's head, screwdriver, porcupine, eagle's head, kangaroo, broom, hammer, crocodile, and frog.

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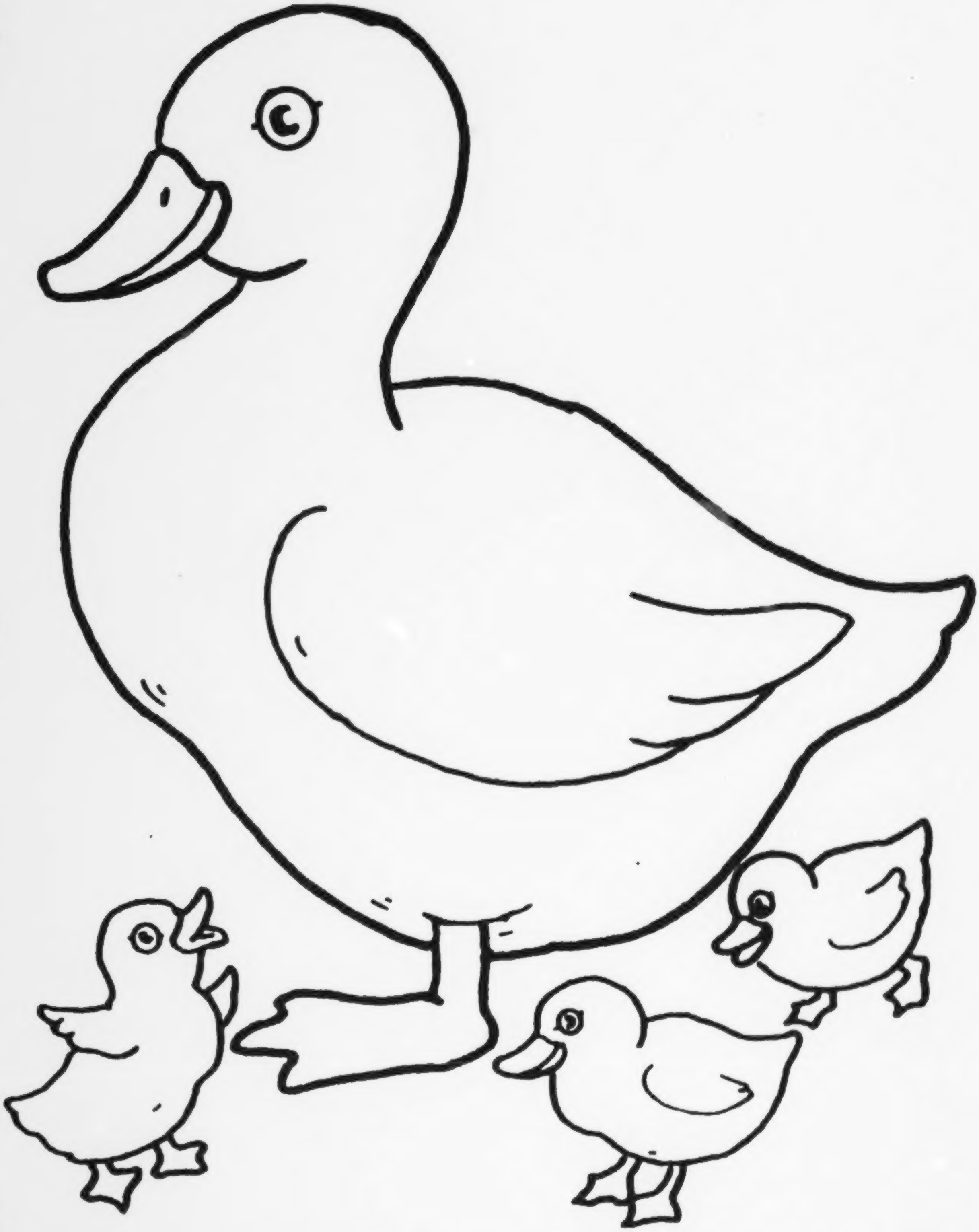
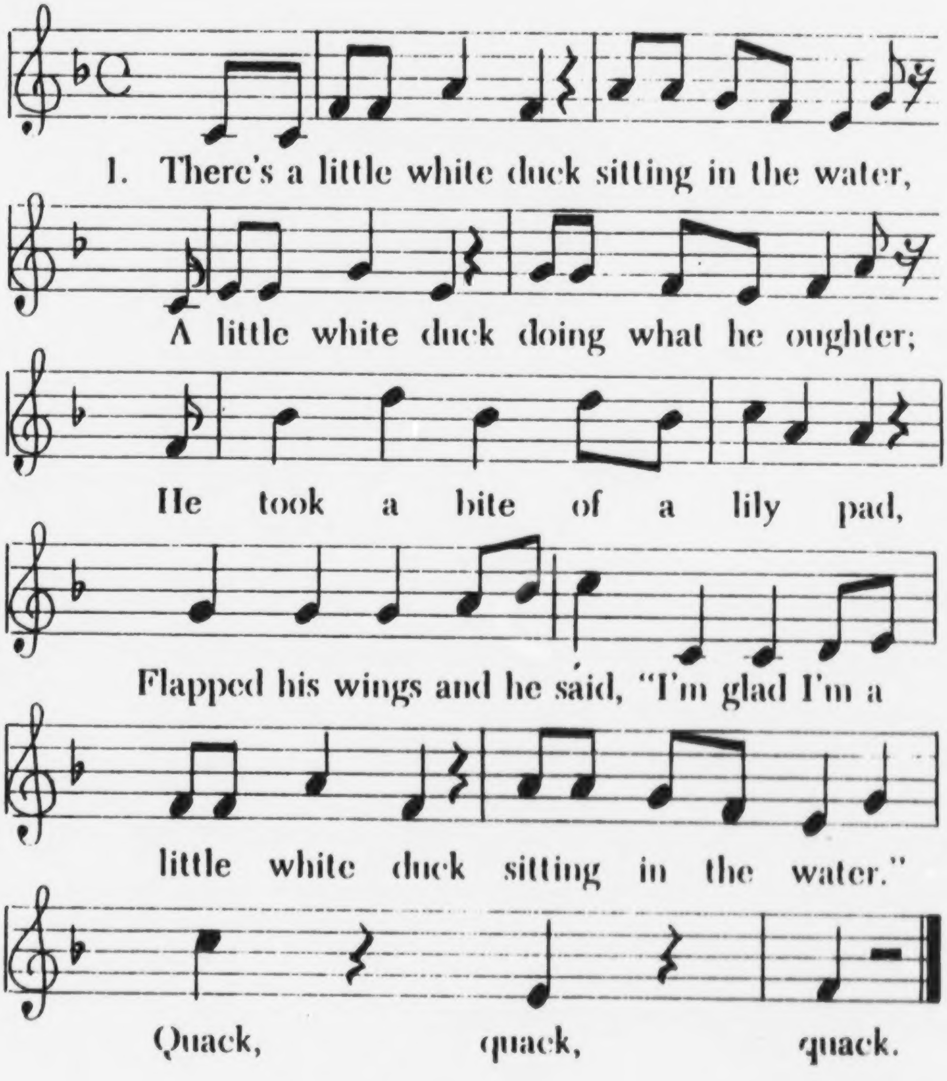


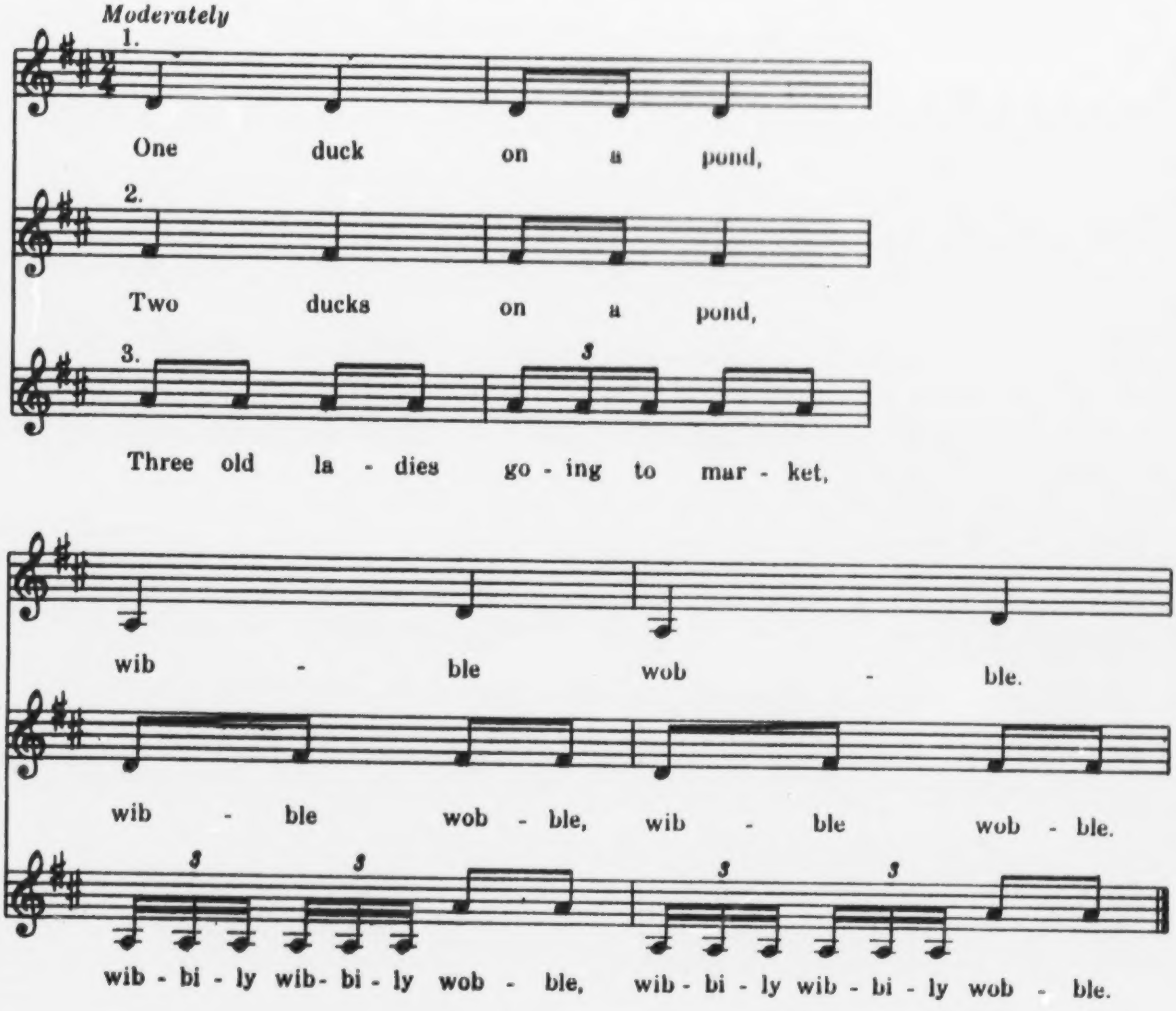
From The Little Old MacDonald's Farm, by Ann Pomaska, 1986. Reprinted by permission of the publisher, Dover Publications, Mineola, New York.

THE LITTLE WHITE DUCK


1. There's a little white duck sitting in the water,
A little white duck doing what he oughter;
He took a bite of a lily pad,
Flapped his wings and he said, "I'm glad I'm a
little white duck sitting in the water."
Quack, quack, quack.

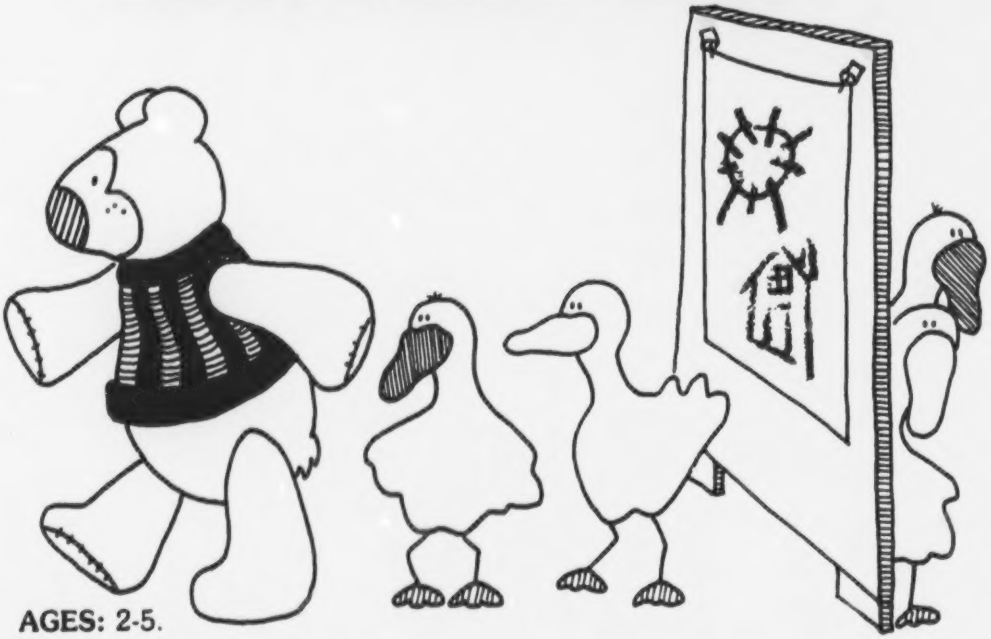
Stull, Edith G. The Carousel Book of Folk Songs. New York: L.W. Singer, 1967. unp.

Ducks on a Pond


Moderately
1.
One duck on a pond,
2.
Two ducks on a pond,
3.
3
Three old la - dies go - ing to mar - ket,
wib - ble wob - ble.
wib - ble wob - ble, wib - ble wob - ble.
3
3
3
3
wib - bi - ly wib - bi - ly wob - ble, wib - bi - ly wib - bi - ly wob - ble.

From The Fireside Book of Fun and Game Songs edited by Marie Winn, Copyright © 1974. CCP/Belwin, Inc., Miami. Duplicated by permission.

DISAPPEARING DUCKS



AGES: 2-5.

NUMBER OF PLAYERS: 5-10.

MATERIALS: A partition or room divider (a row of chairs or easels, a long piece of furniture, etc.).

PREPARATION: Set up partition, if necessary.

GAME:

Have the children pretend to be little ducks and line up behind you. Lead them around the room and have everyone recite the poem below. Begin the poem with the number of children playing. For six players, start the poem as follows:

> (Six) little ducks went out to play
> Over the hill and far away.
> Mother Duck said, "Quack, Quack, Quack," (softly)
> And (five) little ducks came waddling back.

As you waddle around the room, go behind the partition. Have the child at the end of the line crouch down behind the partition while the other children continue to follow you. Keep repeating the poem, each time leaving a child behind. When all the children are behind the partition, change the last line of the poem to read: "And no little ducks came waddling back." Then recite the last verse of the poem below and have all the children come waddling back out again.

> No little ducks came out to play
> Over the hill and far away.
> Mother Duck said, "Quack, Quack, Quack!" (very loud)
> And (six) little ducks came waddling back.

From 1-2-3 Games by Jean Warren. Marion Hopping Ekberg, illustrator, (c) 1986.
Warren Publishing House, Inc., P.O. Box 2250, Everett, WA 98203.

THEME:	NOSE IT
AGE RANGE:	Primary - Grades 1 - 3
BOOKS:	Brown, Marc. Arthur's Nose. Disney, Walt. Pinocchio. Kipling, Rudyard. The Elephant Child. Perrault, Charles. The Three Wishes. Zemach, Harve. Too Much Nose.
ACTIVITY:	A Nose - Body Movements Without A Nose - Body Movements Tell A Smell - Sense of Smell Pig Snout - Craft
FLANNELBOARD:	"The Three Wishes."
POEMS:	"My Nose" "What Do You Say?" "Longest Nose" From Where the Sidewalk Ends. by Shel Silverstein. New York: Harper & Row, 1974.
FILMS:	How the Elephant Got His Trunk. Learning Corporation of America. Primary. (LSL)
FILMSTRIPS:	Pinocchio, Society for Visual Education. Primary.
VIDEO:	Pinocchio, Playhouse Video. Primary.
RIDDLES & JOKES:	Here Come the Elephants Tongue Twister Sausage Jokes
SONG:	"Aunt Rose's Nose"
PUPPET PLAY:	"Nosy Rosie Cup Puppet."

A NOSE

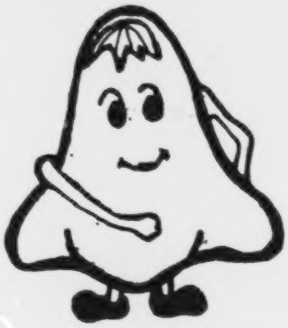
A nose breathes in.
(Breathe in)
A nose breathes out.
(Breathe out)
A nose can smell.
(Sniff air)
A nose can wiggle.
(Wiggle nose)
A nose can blow.
(Pretend to be blowing nose)
A nose can sneeze. . . AH-CHOO!
(Pretend to sneeze)
And that's what noses can do!

WITHOUT A NOSE

Without a nose you couldn't smell. . .
A bubbling pot of clam chowder,
(Pretend to stir pot)
Or the sweet scent of baby powder,
("Sprinkle" powder, rub hand and sniff)
Or leather shoes brand new,
(Point to shoes)
Or grass sparkling with dew,
(Rapidly move fingers back and forth)
Or popcorn newly popped,
(Make popping noises)
Or a floor freshly mopped,
(Make mopping motions)
Or exhaust fumes from a van,
(Pat chest and cough)
Or bacon frying in a pan,
(Make sizzling noise)
Or a yummy chocolate bar,
(Rub tummy)
Or dill pickles in a jar,
(Lick lips)
Or a pile of dirty clothes,
(Hold nose, say "phew")
Or a beautiful red rose,
(Pretend to sniff flower, say "ah")
And noses can smell much more that this,
(Spread arms wide open)
Without noses think of all we'd miss!
(Touch nose, touch head)

TELL A SMELL

Bring in a variety of objects that have different smell, for example, an onion, a lemon, a bar of soap, a paper cup filled with rich soil, some spices, etc. Seat children at tables, or in a circle upon the floor. Have children pich their noses shut and then have them smell each item. They will all tell you that they can't smell anything! Then have them repeat the activity, this time with mouths closed and the smelling being done through their noses. Tell children that our sense of smell is one way we have of telling what is happening around us. Continue by having children close their eyes and again smelling the items. Ask if not being able to see kept the children's noses from being able to smell



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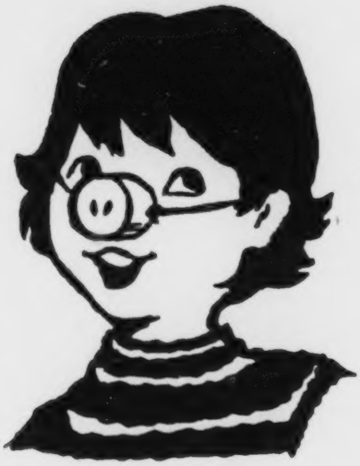
PIG SNOUT

What fun, a pig snout YOU can wear!



MATERIALS

1. Pink construction paper (for snout pattern and for a 6" X 1" strip to cover side of snout) 2. empty cardboard paper towel tubes (use a craft knife and pre-cut one - 1" piece of tube per snout). 3. thin sewing elastic (available from any store the sells sewing supplies). 4. scissors, protractor, nail or anything sharp enough to make a small hole in the cardboard tube piece, and tape

DIRECTIONS

1. Photocopy the snout pattern, and the side strip pattern below onto pink construction paper. Or make several posterboard patterns of the snout and strip for children to trace onto pink constuction paper.

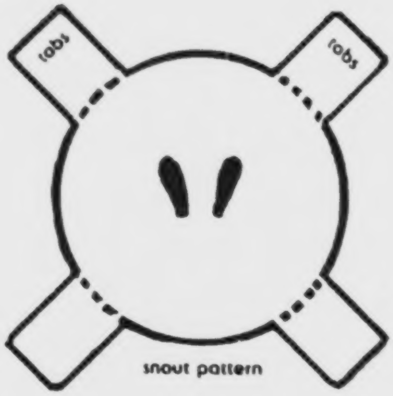
2. Cut patterns out. Fold back the tabs of the snout pattern and tape tabs to the 1" piece of cardboard tube as shown in illustrations 2 and 3.

3. Tape the side strip over the tabs, as shown in illustration 4.

4. Next, the adult in charge or an aide should make a small hole, as shown in illustration 4, on each side of the snout. The holes can be made by pushing the sharp tip of a protractor or nail through the cardboard tube.

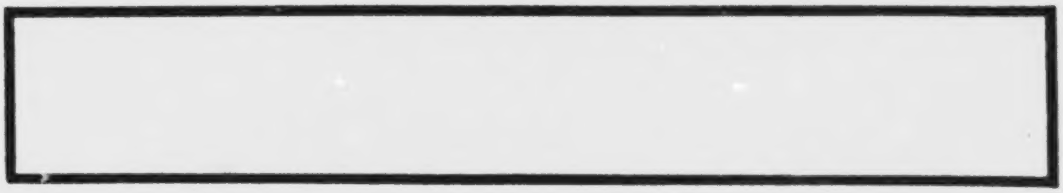
5. Cut a piece of elastic just long enough to go around a child (or adult's) head. Tie ends of elastic to the holes.

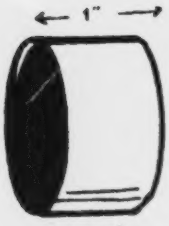
6. To wear, slip the elastic band down around the head, sliding the snout in position. Oink! Oink!



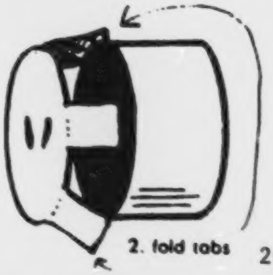
snout pattern

side strip pattern

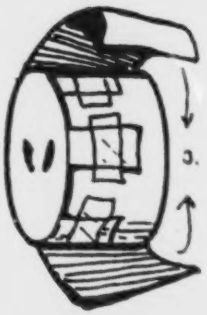


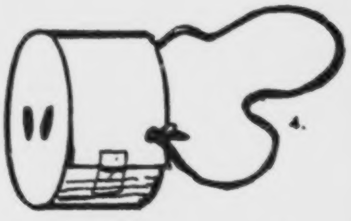


1. cut tube



2. fold tabs





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FLANNELBOARD #3

THE THREE WISHES

One day a poor woodsman **(Place woodsman)** was walking through a forest looking for a tree to chop down. As he entered a clearing he spied a very large tree **(Place tree to woodsman's right)**.

"Oh, what a perfect tree to chop down," he said to himself. "I'll make a lot of money when I sell the wood as firewood."

The woodsman lifted his ax **(Place axe in hands)** to start chopping down the tree, when all of a sudden he heard a voice call out. "Please don't cut down my tree!"

The woodsman stopped and looked all around **(Place axe on "ground", move woodsman around)**. He didn't see anyone. So he lifted his axe up again **(Place axe in woodsman's hands)** to start chopping away at the tree.

And all of a sudden, just like before, the woodsman heard a voice call out. "Please, Mr. Woodsman, don't harm my tree!"

The woodsman leaned his axe against the tree **(Place axe with handle up, against tree)** and looked around once more **(Move woodsman around)**. He still didn't see anyone. He leaned forward to pick up his axe again, and in just that instance a little green man jumped out from behind the tree **(Place green man)**.

"Please, Mr. Woodsman, don't, I beg of you, cut down my tree," said the little green man. "It is my home, and if it is destroyed, I shall have no where to live."

"I didn't know it was anyone's home!" answered the woodsman. "I'd never do anything to leave anyone homeless. I will spare your tree."

"Thank you," said the little green man. "And for your kindness, I will grant you and your wife three wishes — you may have anything you want."

"Why, thank you, so much!" said the woodsman as he started towards his home. "Good-bye!"

"You're welcome. Good-bye!" shouted the little green man in return.

(Remove all patterns, place table, wife and woodsman) "Dear Wife, the most amazing thing has just occurred. I met a little green man in the woods, and because I spared his tree home, he granted [illegible] three wishes!" said the woodsman excitedly. "Just think, now we can have the cow and the chickens, and the new cottage we've always dreamed of."

"How silly of you, Husband!" answered the wife. "If we can have whatever we wish for, why not wish for something far better? I could be a queen, and you a king. We could live in a golden palace."

"Perhaps you're right," said the woodsman. "It's been a tiring day. I don't want to think about the wishes right now. I'm very hungry, and I wish I had a bit of sausage."

All of a sudden a sausage appeared out of nowhere right on their kitchen table **(Place sausage)**.

"Husband!" yelled the wife. "You fool, you have used up our first wish. You and your stupid sausage!"

"Don't call me a fool!" yelled the woodsman. "I wish the sausage was on the end of your nose!"

No sooner had the woodsman said those words, when the sausage landed right on the woman's [illegible] **(Place sausage on woman's nose)**!

"Oh, no!" cried the wife. She tried to pull the sausage off, but it wouldn't budge. Then the woodsman tried to pull the sausage off, but he couldn't get it off either **(Have pattern do as words suggest)**.

"We've wasted a second wish!" said the wife, crying.

"Don't cry," said the woodsman. "We still have one wish left. We could still get your castle."

"Don't you dare wish for a castle!" said the wife. "What kind of fine lady would I make with a sausage hanging off my nose! I'd never be able to go outside."

Seeing how upset his wife was, and how silly she looked the woodsman said, "I'm sorry. I wish the sausage was off of your nose."

In that very instance, the sausage disappeared **(Remove sausage)**. The woodsman and his wife felt sad because they had wasted their wishes, but they were relieved that the sausage was gone from the woman's nose. After all is said and done, sausa[illegible] wonderful to eat, but it's not so wonderful when it's stuck to the tip of someone's nose! And that's the end of this tale!

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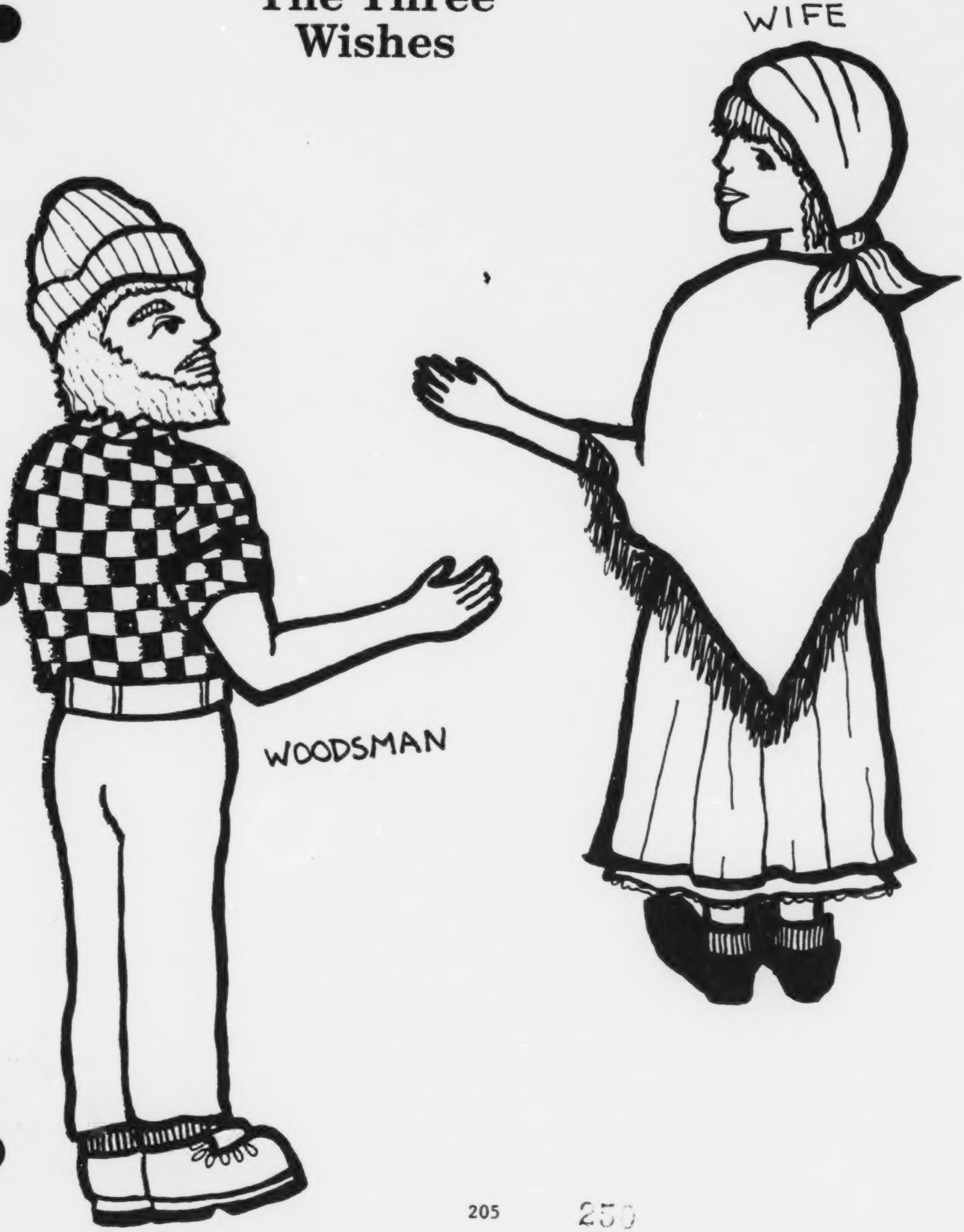
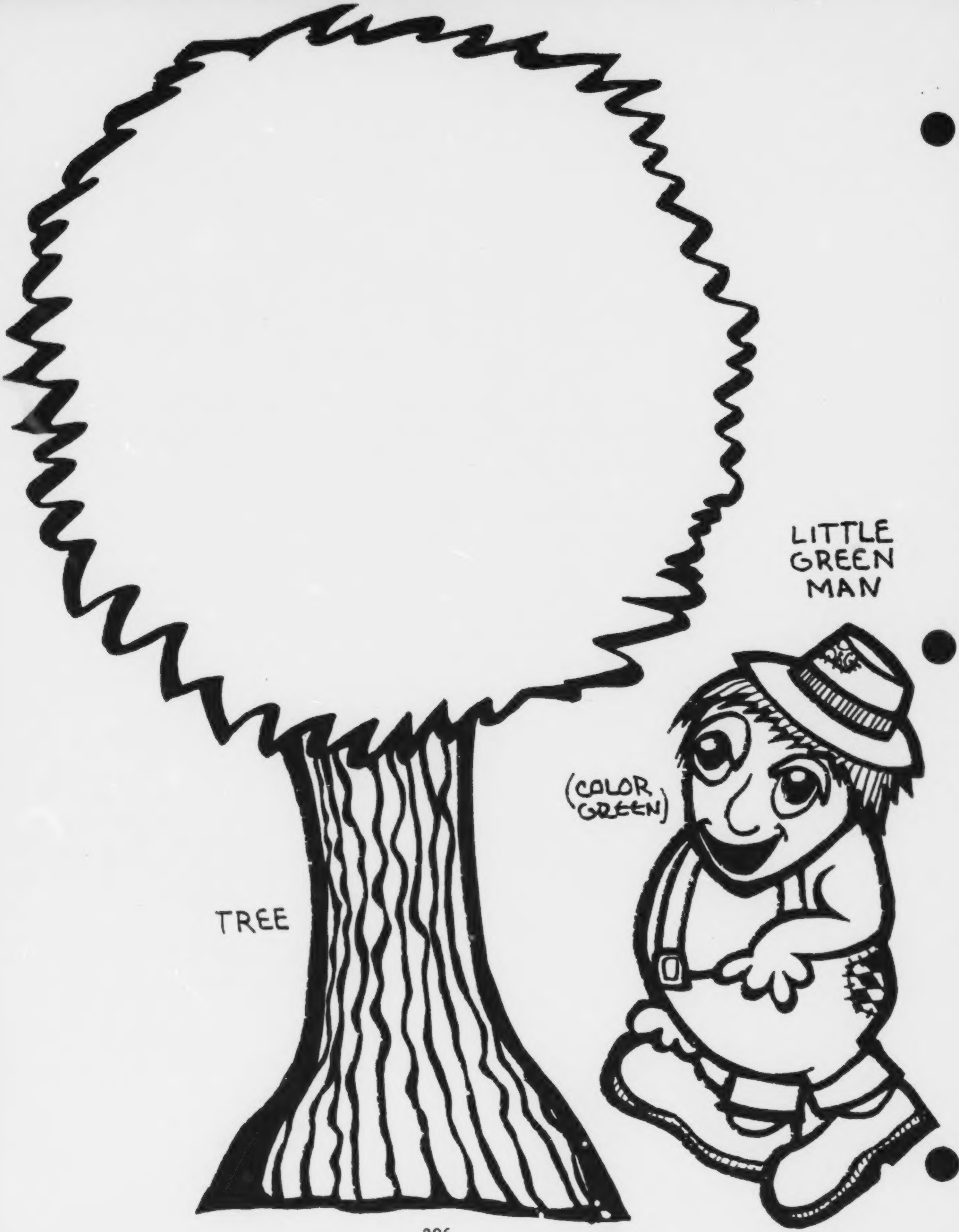
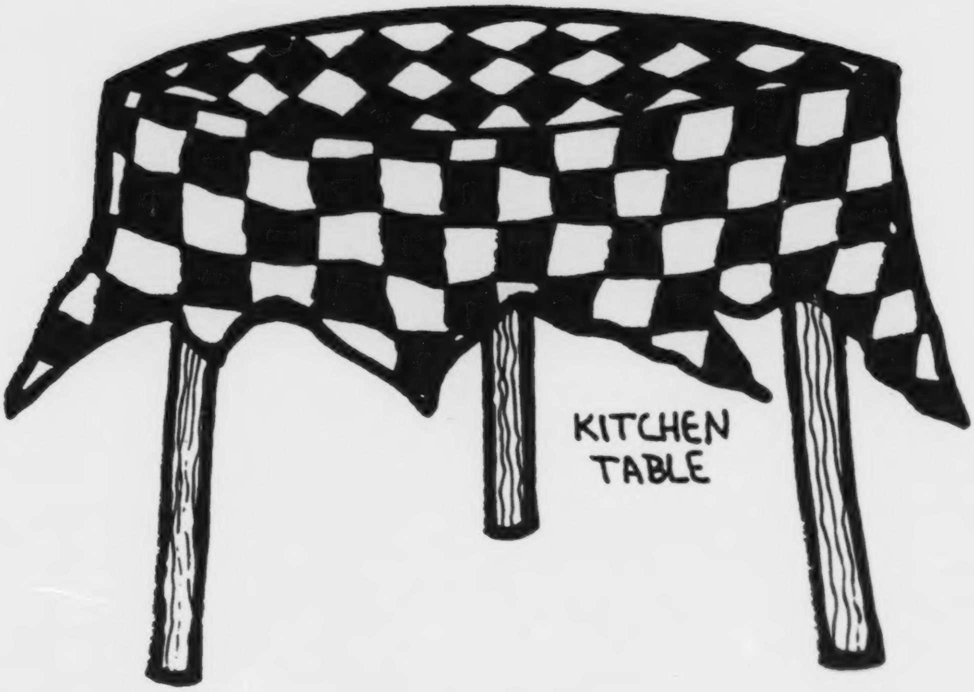
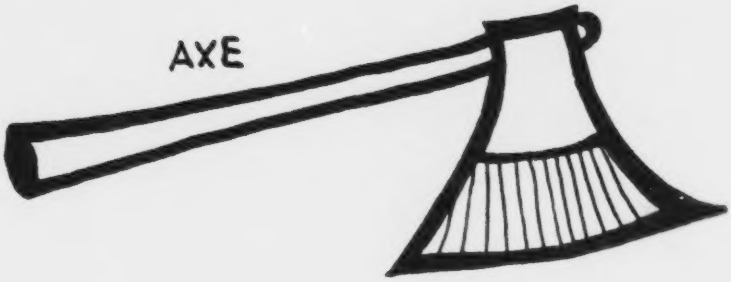
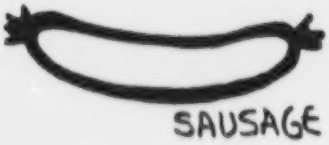
The Three Wishes


WIFE
WOODSMAN


LITTLE GREEN MAN
(COLOR GREEN)
TREE


KITCHEN
TABLE


AXE


SAUSAGE

POEM TIME

MY NOSE

It doesn't breathe;
It doesn't smell;
It doesn't feel
So very well.
I am discouraged
With my nose:
The only thing it
Does is blow

WHAT DO YOU SAY?

What do you say after a sneeze?
If you say . . .
"That was the wind in the trees."
Or "that was me reciting the A B C's,"
Or "that sound was made by a bunch
  of bees,"
People will only glare at you.
The proper thing to do after a sneeze.
Is to say, "excuse me, please!"

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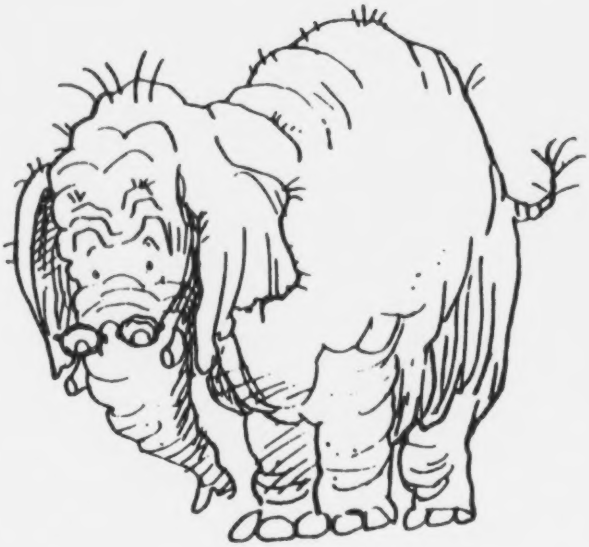
Here Come the Elephants

Why is an elephant big, gray, and wrinkled?

Because if it were little, round and white you'd think it an aspirin.



What's gray and blue?

An elephant holding his breath.

What's big and green and has a trunk?

An unripe elephant.

Why do elephants wear ripple-soled shoes?

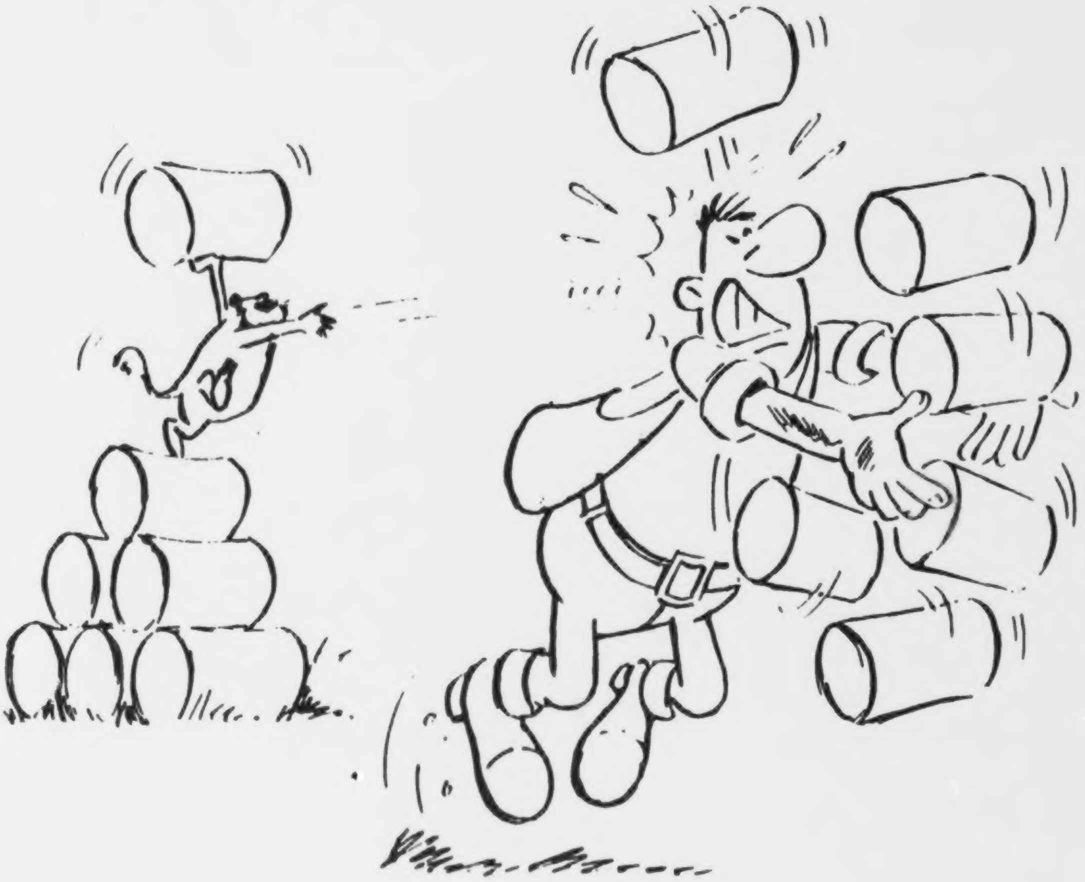
To give the ants a fifty-fifty chance.

How can you tell there's an elephant under your bed?

You'll be close to the ceiling.

From More Ballpoint Bananas by Charles Keller, illustrated by Leonard Shortall, © 1977. Reprinted by permission of the publisher, Prentice Hall, a division of Simon & Schuster, Englewood Cliffs, N.J.

TONGUE TWISTER



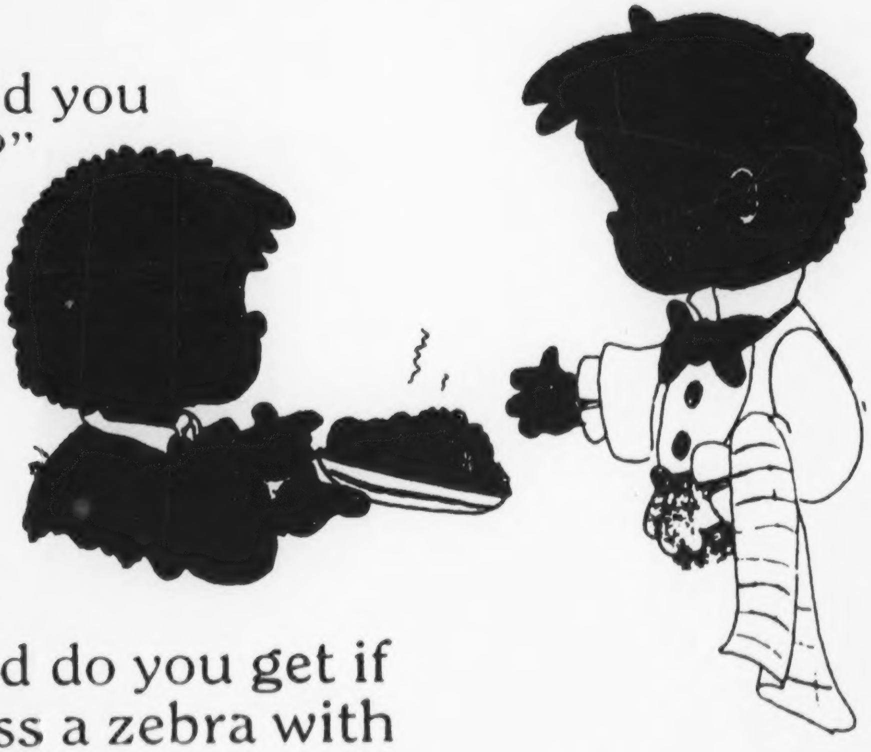
How much wood would a woodchuck chuck if a woodchuck could chuck wood?

A woodchuck would chuck as much wood as a woodchuck could chuck, if a woodchuck could chuck wood.

From Tongue Twisters, by Gary Chmielewski, 1986. Reprinted by permission of the publisher, Rourke Enterprises, Vero Beach, Florida.

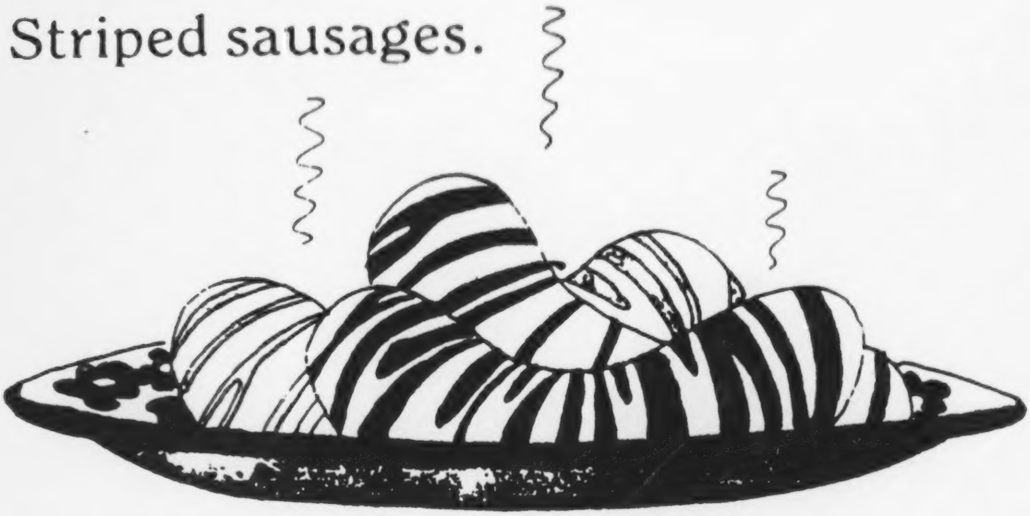
"Waiter! Are these beef sausages or pork sausages?"

"Which did you order, sir?"



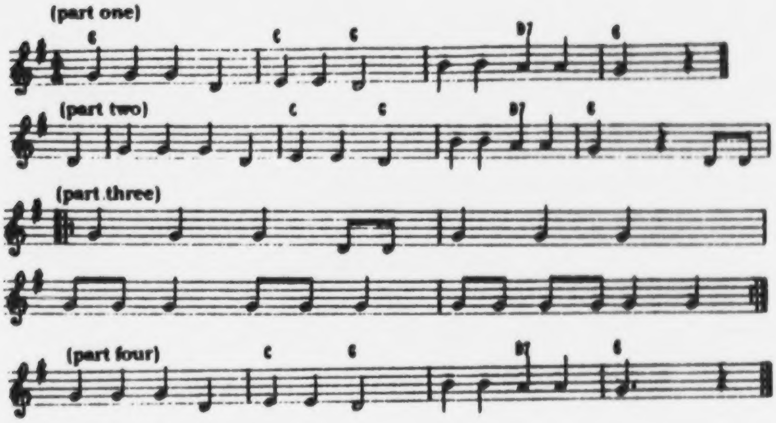
What food do you get if you cross a zebra with a pig?

Striped sausages.



From Just Joking - Where Is the Best Place To Hide a Chocolate?
Children's Press, Inc., Chicago, Ill. Reprinted by permission.

AUNT ROSE'S NOSE



Tune: Old MacDonald Had A Farm

1. Aunt Rose had a special nose.
Sniff — oh, sniff — oh — oh!
From far a-way she smelled feet sweatin',
Sniff — oh, sniff — oh, — oh.

2. With a phew, phew here (Hold nose),
And a phew, phew there,
Here a phew, there a phew,
Ev'ry-where a phew, phew

3. Aunt Rose had a special nose,
Sniff — oh, sniff — oh, oh!
From far a way she smelled bread bakin',
Sniff — oh, sniff — oh, oh!

4. With a yum yum here (Rub tummy),
And a yum yum there,
Here a yum, there a yum,
Ev'ry where a yum yum.

Repeat Verse 2

5. Aunt Rose had a special nose,
Sniff — oh, sniff — oh, oh!
From far a way she smelled leaves burnin',
Sniff — oh, sniff — oh, oh!

6. With a cough, cough here (Make sounds, pat chest),
And a cough, cough there,
Here a cough, there a cough,
Ev'ry-where a cough, cough

Repeat Verses 2 and 4

7. Aunt Rose had a special nose,
Sniff — oh, sniff — oh, oh!
From far a-way she smelled skunks playin',
Sniff — oh, sniff — oh, oh!

8. With a stink, stink here (Fan face with hands),
And a stink, stink there,
Here a stink, there a stink,
Ev'ry-where a stink, stink.

Repeat Verses 2, 4 and 6

9. Aunt Rose had a special nose,
Sniff — oh, sniff — oh, oh!
From far away she smelled flow'rs bloomin',
Sniff — oh, sniff — oh, oh!

10. With an ah, ah here (Put hands over heart),
And an ah, ah there,
Here an ah, there an ah,
Ev'ry-where an ah, ah

Repeat verses 2, 4, 6, 8, and 10

Aunt Rose had a special nose,
Sniff — oh, sniff — oh, oh!

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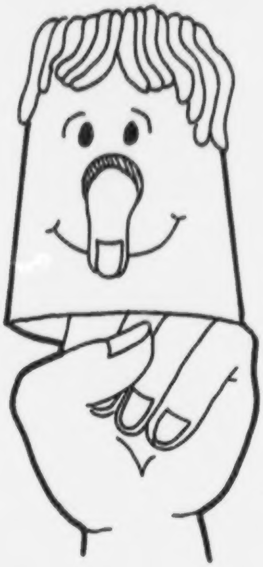
Nosy Rosie Cup Puppet



Nosy Rosie
Sung to: "The Mulberry Bush"

Here comes old Nosy Rosie,
Nosy Rosie, Nosy Rosie.
Here comes old Nosy Rosie,
Sniff, sniff, sniffing flowers.

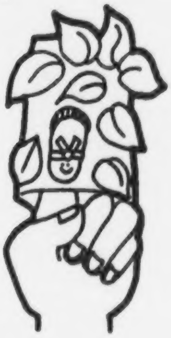
Repeat, substituting for "flowers" the names of other things that Nosy Rosie can sniff.

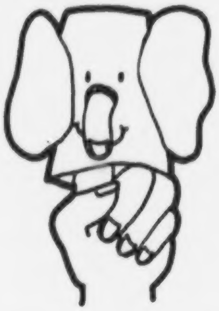
Jean Warren

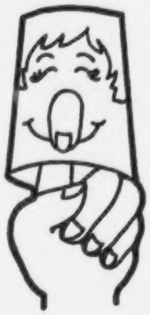
Materials: Styrofoam or paper cup; felt-tip markers; yarn; glue; pair of scissors.

Making the Puppet: Cut a small circle out of the side of a Styrofoam or paper cup to make a nose hole. Add eyes and a mouth with felt-tip markers. Glue pieces of yarn on top of the cup for hair. Stick a finger into the cup and out the hole to make Rosie's nose. If you wish to hide your hand, stick your finger up through the middle of a paper napkin before poking it through the paper cup.

Variations:







From 1-2-3 Puppets by Jean Warren. Cora L. Walker, illustrator, (c) 1989.
Warren Publishing House, Inc., P.O. Box 2250, Everett, WA 98203.

THEME: ELEPHANT SMELLEPHANT

AGE RANGE: Kindergarten - 3rd Grade

BOOKS:
Murphy, Jill. All In One Piece.
Murphy, Jill. Five Minutes Peace.
Patz, Nance. Nobody Knows I Have Delicate Toes.
Smath, Jerry. But No Elephants.

POEM: "Eletelephony" by Laurie E. Richards from Where the Sidewalk Ends by Shel Silverstein.

STORY: "Elmer the Patchwork Elephant"

JOKES:
Why do elephants wear sneakers?
Answer: So you won't hear then when they jump out.

What do you get when you cross an elephant with a Boy Scout?
Answer: An elephant that helps old ladies across the street.

What do you get when you cross an elephant with a dog?
Answer: A nervous mailman.

Taken from The Ella Fannie Elephant Riddle Book by Ann Bishop

FILMS:
The Smallest Elephant in the World. 6 min. (LSL)
Niok. 29 min. (LSL)
How the Elephant Got His Trunk. 7 min. (LSL)
The Elephant Who Couldn't Forget. 10 min. (LSL)

CRAFTS:
Serengeti Parade
Ernie Elephant
Origami Elephant
Walking Elephant Puppet
Construction Paper Elephant

HANDOUTS:
Elephant Number to Number and Color - two
Elephant Color by Number

GAMES:
Peanut Hunt
Peanut Pass
Feeding the Elephant
Animal Hunt
Push Peanut Race

RECIPES:
Chocolate Mastodon Cake
Peanut Butter and Jellephants
Elephant Ears

Elmer, the Story of a Patchwork Elephant, by David McKee, c. 1966. Dennis Dobson Publishers, 80 Kensington Church Street, London, England.

Elmer, the Patchwork Elephant

In the herd of happy elephants there were large elephants and there were small elephants. There were old elephants and young elephants, elephants with long legs and elephants with short legs, elephants with flappy ears and elephants like this, that, and the other. But they were all the same colour, or very nearly so. All, that is, except Elmer.

Elmer was different. Elmer was patchwork. Elmer was yellow and orange and red and pink and purple and blue and green and black and white but NOT elephant colour.

It was Elmer who made the elephants laugh. Sometimes he joked with the other elephants, and sometimes they joked about him. But if there was even a little smile it was usually Elmer who started it.

One night Elmer couldn't sleep for thinking, and the think he was thinking was that he was tired of being different. He wanted to be like the other elephants. Who ever heard of a patchwork elephant? No wonder everyone laughed at him.

In the morning Elmer slipped quietly away so that none of the other elephants knew he had gone.

He walked and he walked and as he walked he met other animals. There was a lion who said, "Good morning, Elmer," and a tiger who said, "Good morning, Elmer."

A hippo, a giraffe, a zebra, a crocodile, and a tortoise all said, "Good morning, Elmer," too.

And each time Elmer smiled and said, "Good morning."

Midway through the morning a little bird flew by and said, "Where are you going so early, Elmer?"

"Somewhere," said Elmer. I want to be the same colour as the other elephants and I think I know how I can be. You can come along and help if you will."

Elmer walked and the bird rode. At last they stopped.

"This is what I've been looking for," Elmer said with a smile. There in front of him was a large bush covered with berries. The berries were elephant colour, not Elmer colour, but ordinary elephant colour.

Elmer shook the bush very hard with his trunk and berries fell and covered the ground. Slowly, Elmer lay down, then rolled over and over on the berries. They squashed, of course, and the colour started to cover Elmer.

Every now and then he asked the bird if all the old bright colours were gone. When the little bird would reply, "There's a patch of yellow on top of your head," or "there's some green under your chin," Elmer would rub some berries on his head or under his chin until at last the yellow and orange and red and pink and purple and blue and green and black and white had all been covered — and Elmer looked like any other elephant.

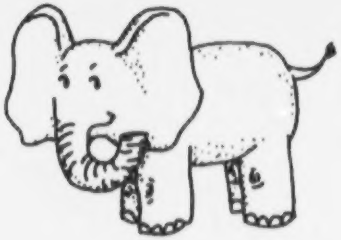
Elmer said, "Thank you," to the bird, and walked back through the jungle to the herd of happy elephants.

As he walked, Elmer passed the other animals again. "Good morning, elephant," said the crocodile. "Good morning, elephant," said the tortoise. "Good morning, elephant," said the zebra, the hippo, the giraffe, the tiger and the lion. Elmer smiled and said, "Good morning," pleased that none of the other animals recognized him.

When he reached the elephant herd Elmer joined them, unnoticed. At first Elmer stayed at the edge of the herd, afraid that his disguise would be seen through. Gradually he became bolder and worked his way right into the middle of the herd. Still, none of the elephants recognized him. Elmer was delighted. After a while Elmer began to feel that something was wrong, but he didn't know what it was. The jungle looked the same. The sky looked the same with the same shining sun— true there was a big black cloud, but that was not unusual — so the only thing left was the herd of elephants. Elmer looked at them.

The elephants were standing absolutely still, and silent. Elmer realized what it was that seemed wrong; he'd never seen the elephants like this before, so lifeless. Elmer grinned to himself. And the more he looked at the serious, silent, standing-still elephants the more he wanted to laugh. Finally, Elmer could bear it no longer, and lifting his trunk up high, and as loud as he could, he shouted: BOOO!

The poor elephants jumped and shook and fell down and rolled over in surprise. "Oh, my gosh and golly," they said, and looked at Elmer who was helpless with laughter. "Elmer!" they said. "It must be Elmer." Now the other elephants laughed, too. They laughed and laughed as they had never laughed before.



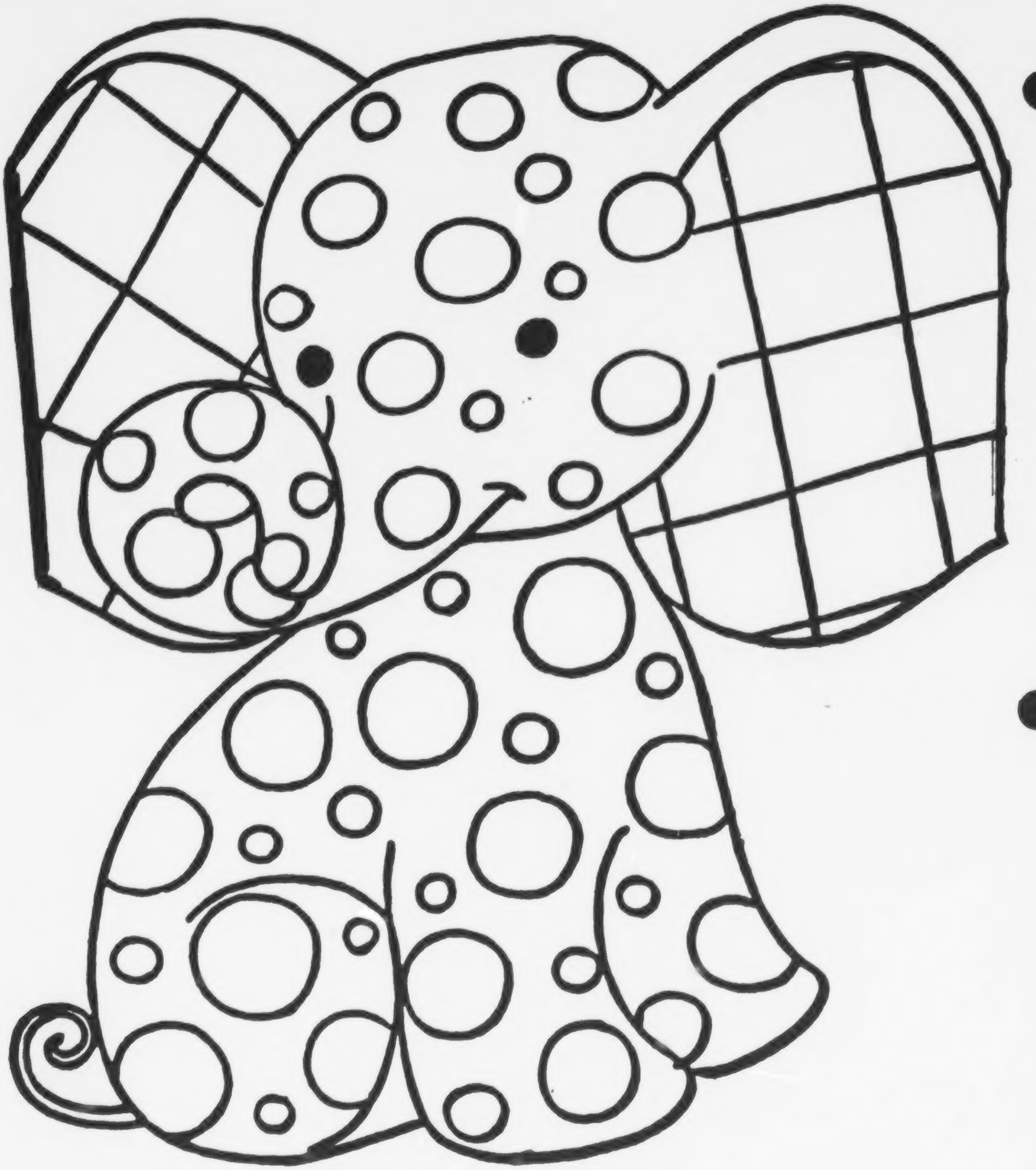
In the middle of the laughing the big black cloud burst and rain poured down and as it rained on Elmer his new colour washed off. Gradually the patchwork started to show again. The elephants laughed. The rain rained. Elmer became brighter and brighter until he was back to normal.

"Oh Elmer," gasped an elephant, "you have made some wonderful jokes before, but this has been our biggest laugh of all. It didn't take you long to show your true colours."

"We must celebrate this day every year," said another elephant. "It will be Elmer's day. All elephants must decorate themselves with bright-coloured patterns, and Elmer must decorate himself with ordinary elephant colour."

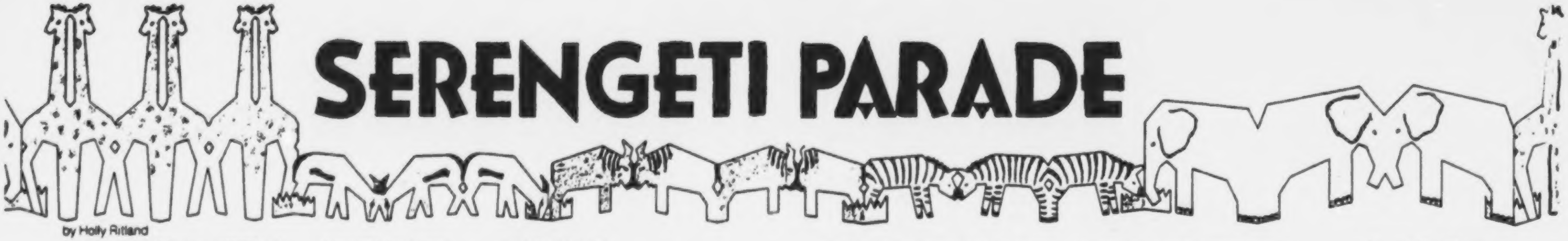
And this is exactly what elephants do. One day a year they have a carnival. They all decorate themselves with bright-coloured patterns, and on that day, if you happen to see an elephant who is ordinary elephant colour, you will know it must be Elmer.

David McKee



Elmer, The Story of a Patchwork Elephant.
By David McKee. Copyright 1966.

SERENGETI PARADE



by Holly Ritland

Drawings by Carol Schwartz

The Serengeti (sair-en-GET-ee) Plain is a flat, wide-open land in East Africa. It's covered with tall grasses, thorny bushes, and all the animals you see here.

You can turn a tabletop in your house into a miniature plain. Make herds of paper elephants, wildebeests, zebras, gazelles, and giraffes. Then connect them to form a *super-long* parade that loops and zig-zags across your very own Serengeti.

WHAT YOU NEED:

- construction paper in different colors, 9 × 12" (23 × 30 cm)
- white typing paper, 8½ × 11" (22 × 28 cm)
- pencil
- scissors
- white glue
- markers or crayons

WHAT YOU DO:

Lay the white paper over the patterns below and trace them. Glue the paper to a sheet of construction paper. When the glue has dried, cut out the patterns.

Make a Herd of Elephants

See the numbered drawings below for steps 1–3.

1. Place the elephant pattern in the corner of a sheet of gray or brown paper, as shown. Trace around the pattern. Then cut off the upper half of the paper.

2. Now fold the strip of paper along the elephant's trunk. Fold the rest of the strip like a fan, as shown.

3. Cut the elephant shape out of the folded strip.

4. Now carefully unfold the elephants. If the last elephant is not a whole one, cut it off.

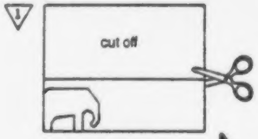
5. Decorate the elephants with markers or crayons.

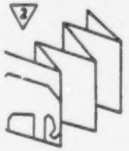
Make More Animals

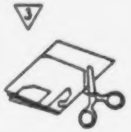
- Now make more elephants or maybe a herd of wildebeests, zebras, gazelles, or giraffes. Just use the different patterns and follow steps 1–5.
- Head, tail, and leg areas where you make the folds are marked with red dashed lines on the patterns.

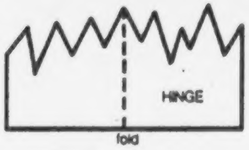
Make an "Endless" Parade

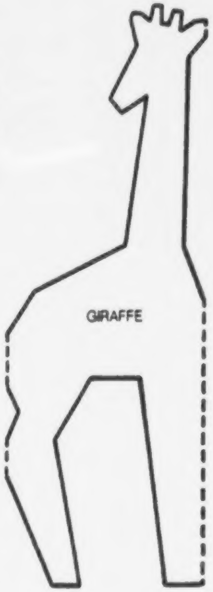
- Use the pattern to trace and cut "grassy" hinges out of green paper. If you have 5 herds of animals, you will need 4 hinges.
- Fold a hinge in half. Glue one half of the hinge to an animal at the end of a herd. Glue the other half of the hinge to another "end animal." See the drawing above. Continue joining "end animals" with hinges until you have one lo-o-ong parade.

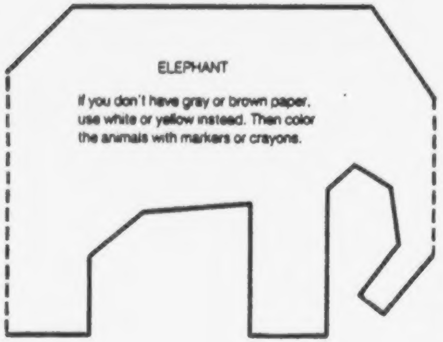




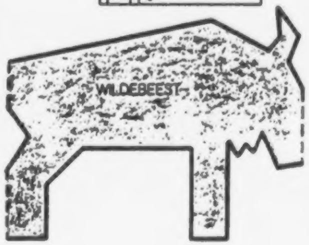


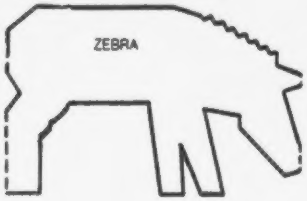


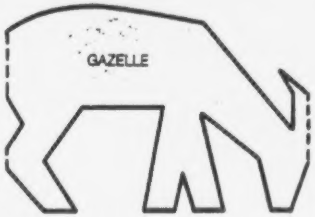




If you don't have gray or brown paper, use white or yellow instead. Then color the animals with markers or crayons.







From Ranger Rick, June 1990 issue, Vol. 24, No. 6.
National Wildlife Commission, Vienna, Virginia.
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ERNIE ELEPHANT

Another circle body, four more rectangle legs, and a trunk that reaches and moves make Ernie a popular elephant.

AGE GROUP

Ernie Elephant is a nice craft for children 2 years old and up.

MATERIALS LIST

For each child you need:
◇ A pencil
◇ Scissors
◇ Glue
◇ Gray and white construction paper
◇ A hole punch
◇ Yarn, cut into a 4" piece
◇ Black and red markers
You also need a razor blade.

DIRECTIONS

Instruct the children as follows: "Use the pencil and the patterns to trace the following onto gray construction paper: two ears, four rectangle legs, a trunk, and a circle body. Cut out the pieces. Use the pattern to trace two tusks and two eyes onto white construction paper. Cut them out.

"To assemble Ernie Elephant, glue two legs at the bottom of the body so they hang over the edge of the circle. Glue the other two feet under the body and a little ahead of the first feet so you can see them.

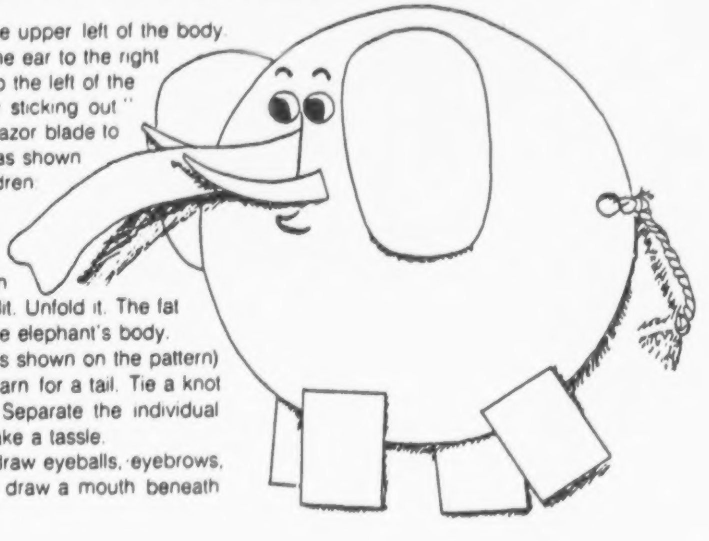
"Glue two circle eyes on the upper left of the body. Put them close together. Glue one ear to the right of the eyes. Glue the other ear to the left of the eyes and under the body, partly sticking out."

FOR ADULTS ONLY: Use the razor blade to make a ¾-inch slit in the body, as shown on the pattern. Then tell the children

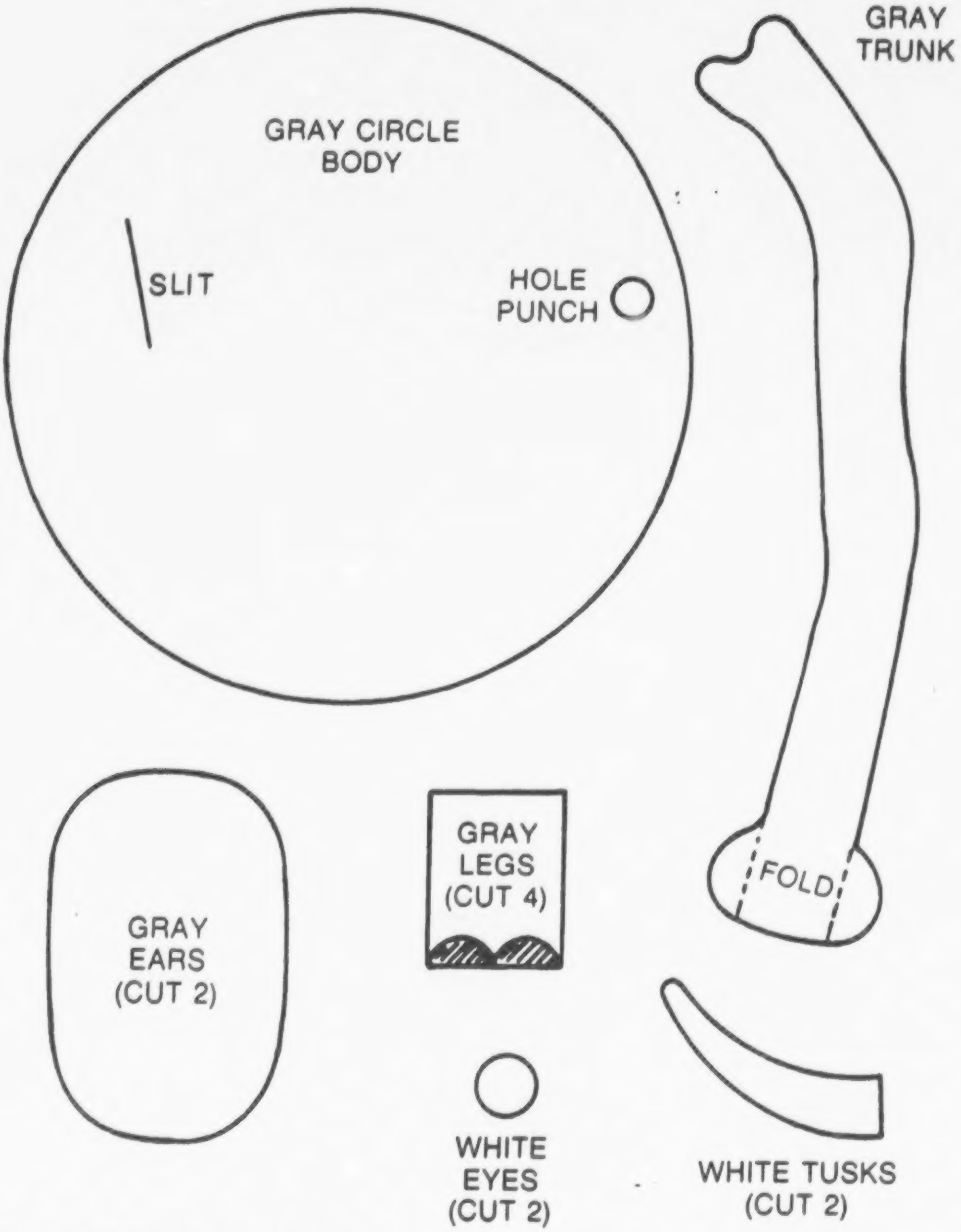
"Glue one tusk on the left side of the slit. Glue the other tusk beneath the slit. Fold the fat end of the trunk (as shown on the pattern) and insert it in the slit. Unfold it. The fat end should be hidden behind the elephant's body.

"Make a hole in the body (as shown on the pattern) with a hole punch. Tie on the yarn for a tail. Tie a knot 1 inch from the end of the tail. Separate the individual strands of yarn at the end to make a tassle.

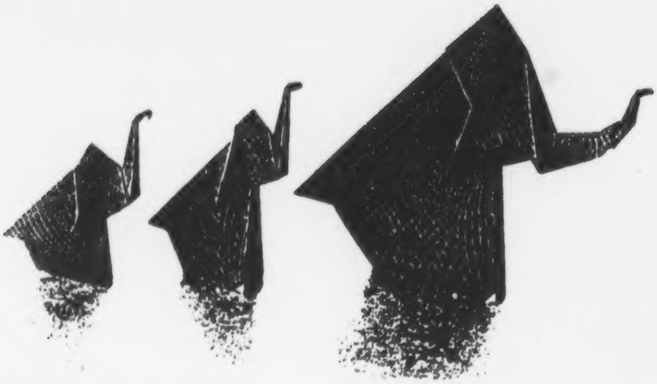
"Use the black marker to draw eyeballs, eyebrows, and feet. Use the red marker to draw a mouth beneath the tusks."



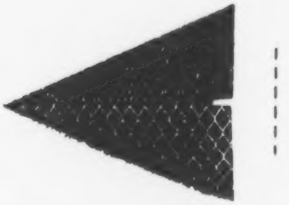
Year-Round Crafts for Kids by Barbara L. Dondiego. c. 1988. Permission granted by Tab Books, Inc., Blue Ridge Summit, PA.


GRAY CIRCLE BODY
SLIT
HOLE PUNCH
GRAY TRUNK
FOLD
GRAY EARS (CUT 2)
GRAY LEGS (CUT 4)
WHITE EYES (CUT 2)
WHITE TUSKS (CUT 2)

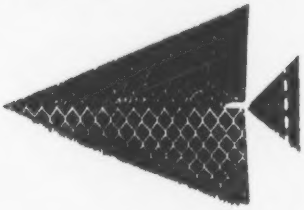
The patterns for making Ernie Elephant.



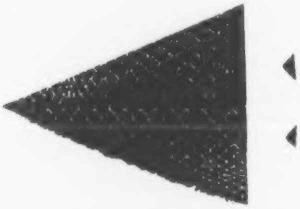
ELEPHANT



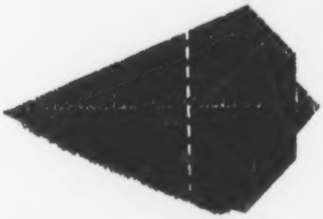
1 Begin with Basic Shape I (p.8). Fold the righthand corner along the dotted line ...



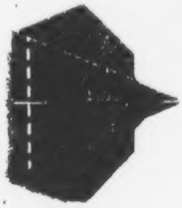
2 ... to the left. Fold the point along the dotted line ...



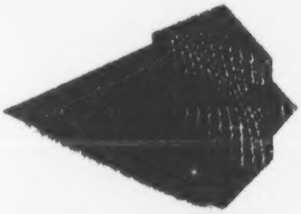
3 ... back to the right. Turn the shape over.



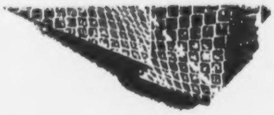
4 Fold the lefthand point along the dotted line to the right.



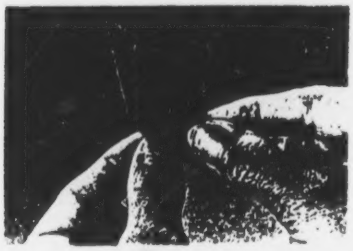
5 Fold the point back along the dotted line ...



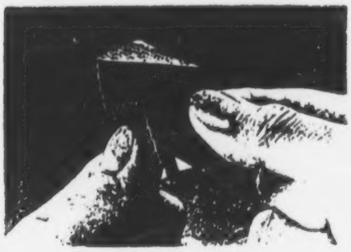
6 ... to the left. Fold the shape in half along the centre fold.



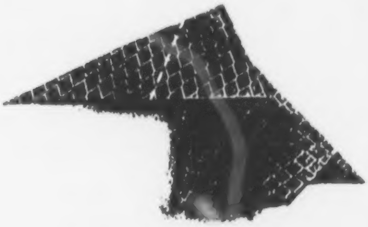
7 Make a crease along the dotted line



8 Open out the shape from beneath



9 Fold the paper out along the crease you have already made



10 Make a crease along the dotted line.

Paperfolding Fun - Origami in Color by Zulal Ayture-Scheele. Hamlin-Octopus, Michelia House, 81 Fulham Road, London Sw3-6RB, England.

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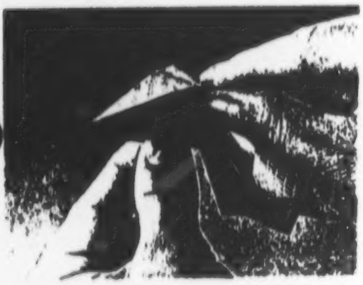
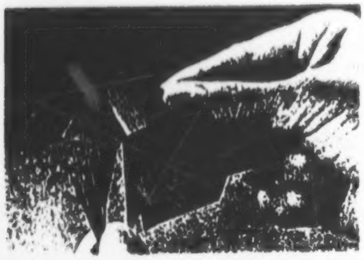
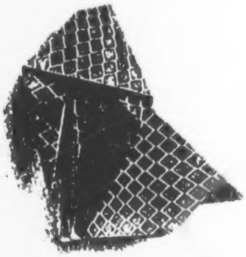


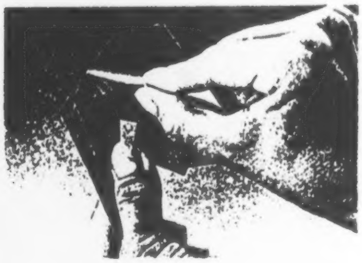
11 Open out the head a little from beneath.



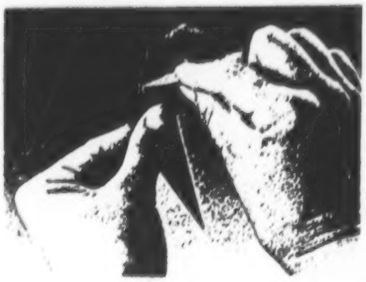
12 Fold the point inwards on the crease you have already made.



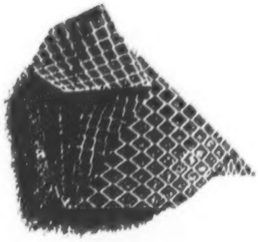
13 Make sharp creases on the lines indicated.



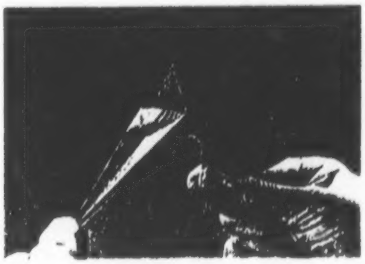
14 Open the paper out and push the resulting small triangle . . .



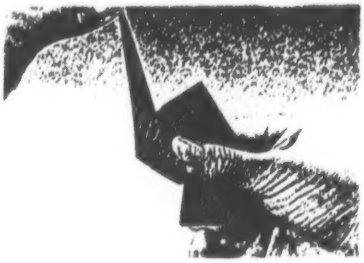
15 . . . in. Repeat on the other side



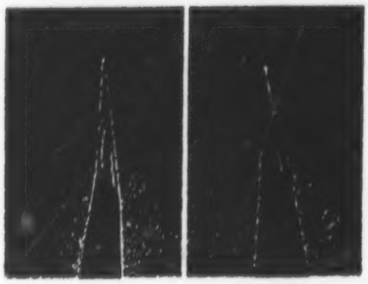
16 Along the dotted line, pull the trunk . . .



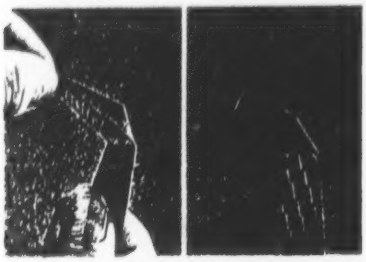
17 . . . out and up.



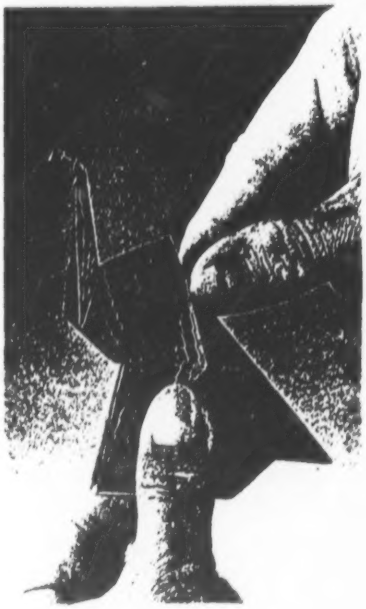
18 Press the trunk flat and make a fold to hold it there.



19 Fold the end of the trunk to the left along the line indicated. Open the point out above the fold . . .



20 . . . and turn it to the left, making a rhomboid shape. Make a fold to hold it there and fold the tip inwards once again.



21 Fold both ears forwards, and the elephant is finished.

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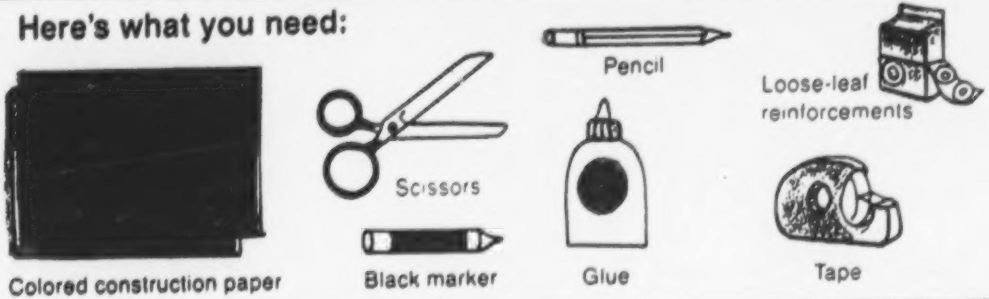
WALKING ELEPHANT PUPPETS

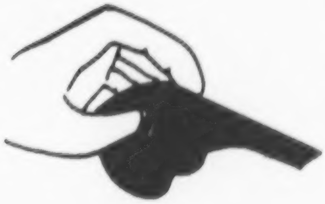
Here's what you need:

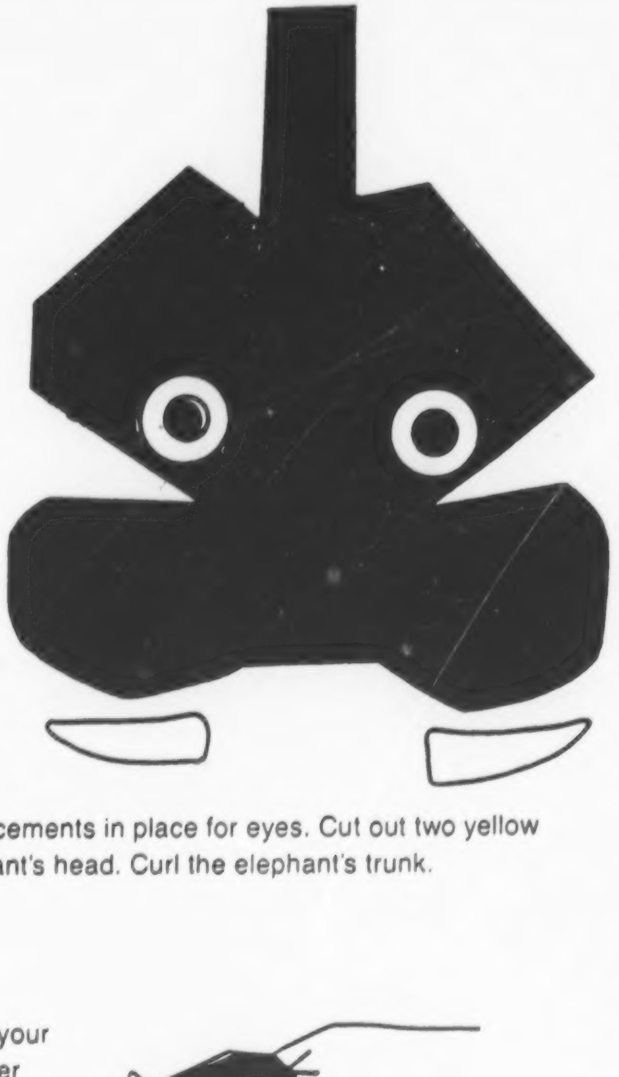

Pencil
Loose-leaf reinforcements
Scissors
Colored construction paper
Black marker
Glue
Tape

For the elephant—

1 On a sheet of construction paper, copy the pattern for the elephant's head or draw one of your own.

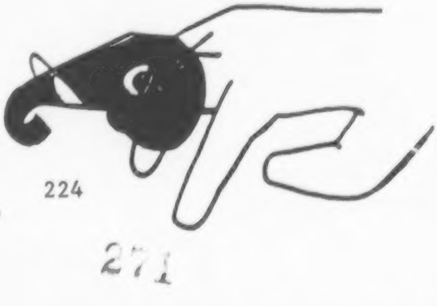
2 Cut out the head. Fold along dotted lines and tape together.





3 Paste two loose-leaf reinforcements in place for eyes. Cut out two yellow tusks and glue to the elephant's head. Curl the elephant's trunk.

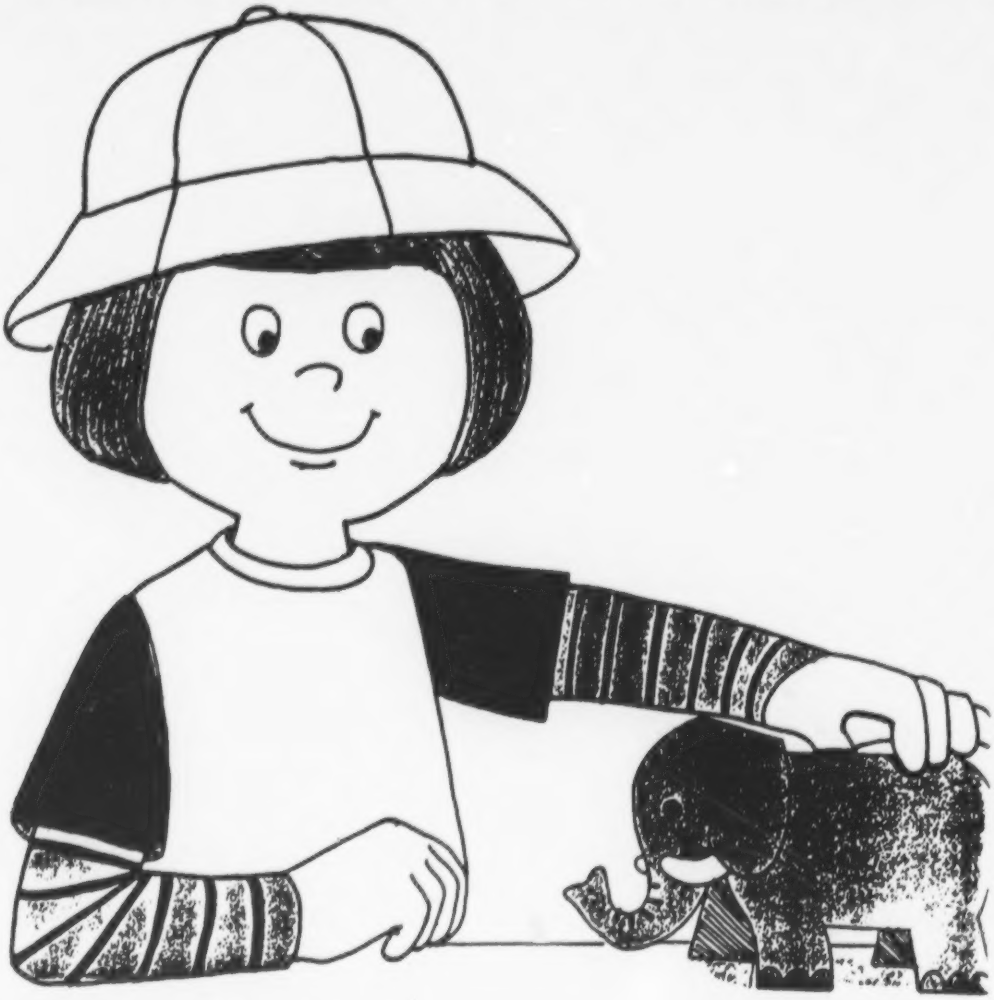
4 Put the elephant's head on your middle finger. With your other fingers, take your elephant for a walk.



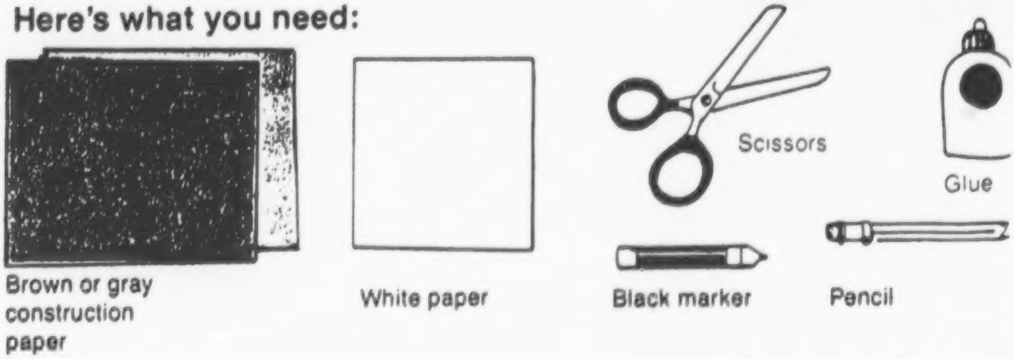
How about making a pink elephant?

From Plenty of Puppets to Make, by Robyn Supraner and Lauren Supraner. Copyright (c) 1981, Troll Associates, Inc., Mahwah, NJ. Reprinted with the permission of the publisher.

CONSTRUCTION PAPER ELEPHANT - Directions and patterns on following pages.



Here's what you need:

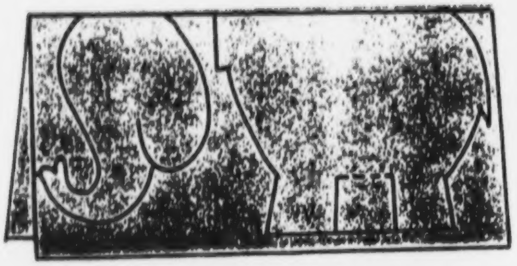

Brown or gray construction paper
White paper
Scissors
Glue
Black marker
Pencil

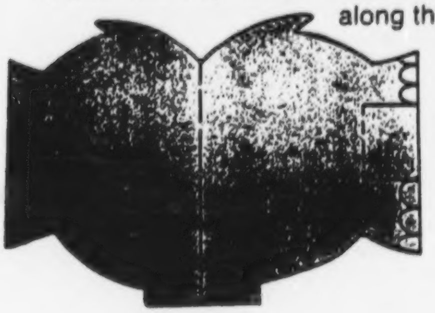
From Rainy Day Surprises You Can Make, by Robyn Supraner and Lauren Supraner. Copyright (c) 1981, Troll Associates, Inc., Mahwah, NJ. Reprinted with the permission of the publisher.

Here's what you do:

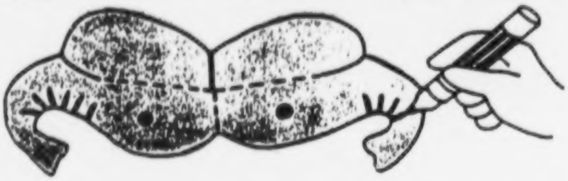
1 Fold a piece of brown or gray construction paper in half.

2 Using the patterns on the next two pages, draw the elephant's body and its head on the construction paper. The elephant's back must lie along the fold.





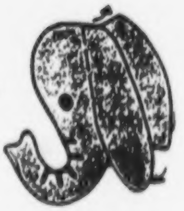
3 Cut out the elephant.

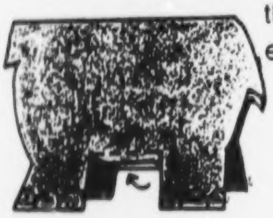


4 On each side of the elephant's head, use a black marker to draw an eye and the folds of the elephant's trunk.

Draw toenails on the feet of the elephant.

5 Glue both sides of the elephant's head and trunk together.
Fold out the ears.

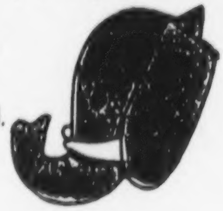




6 Bend the two tabs on the elephant's belly and glue them together.

7 Cut two tusks out of white paper, using the pattern on the next page. Glue a tusk to each side of the elephant's head.

8 Place the elephant's head over its shoulders and glue together.



Extra:

To make the elephant's eyes sparkle, dip the point of a toothpick into white paint. Put a dot of paint in the center of each eye.

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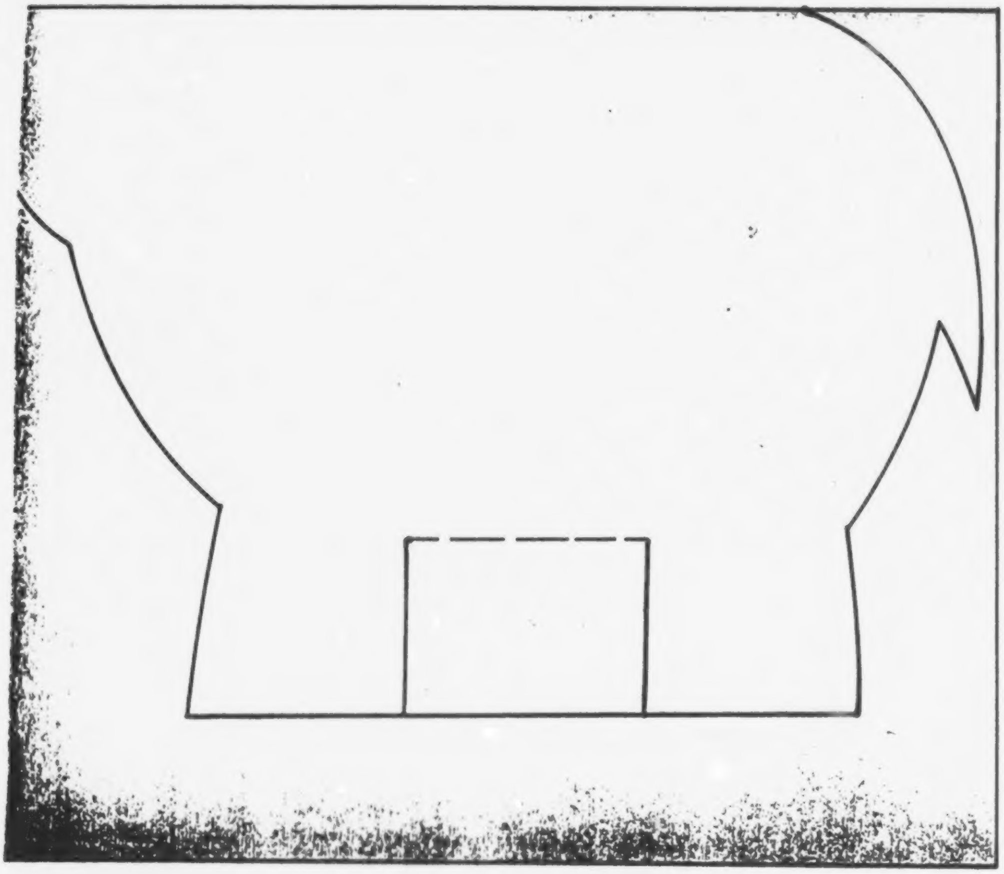
Elephants body:



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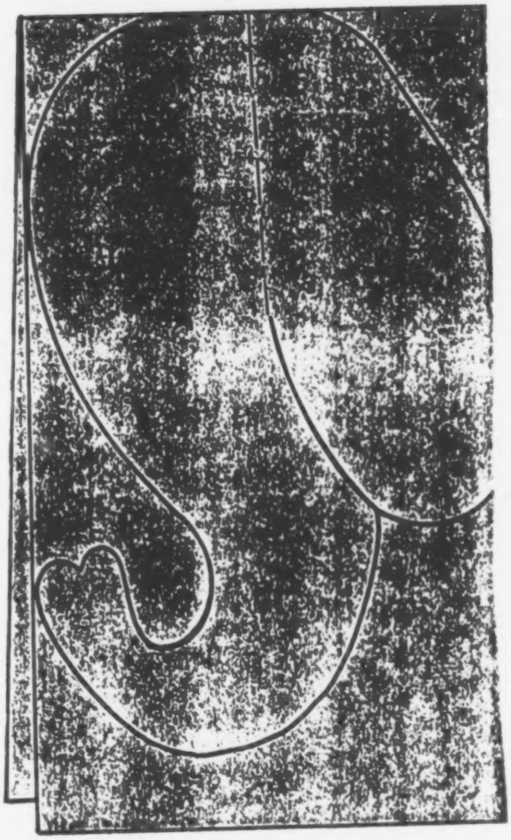
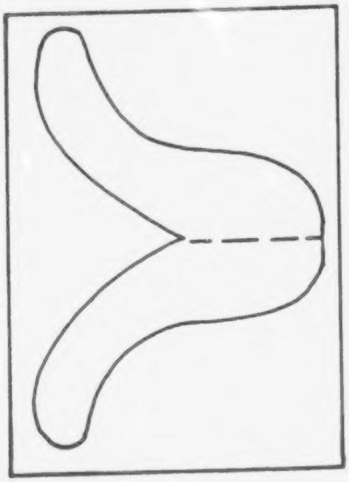
Elephants head:



Cut along the solid lines. The broken lines tell you where the shape should be folded.



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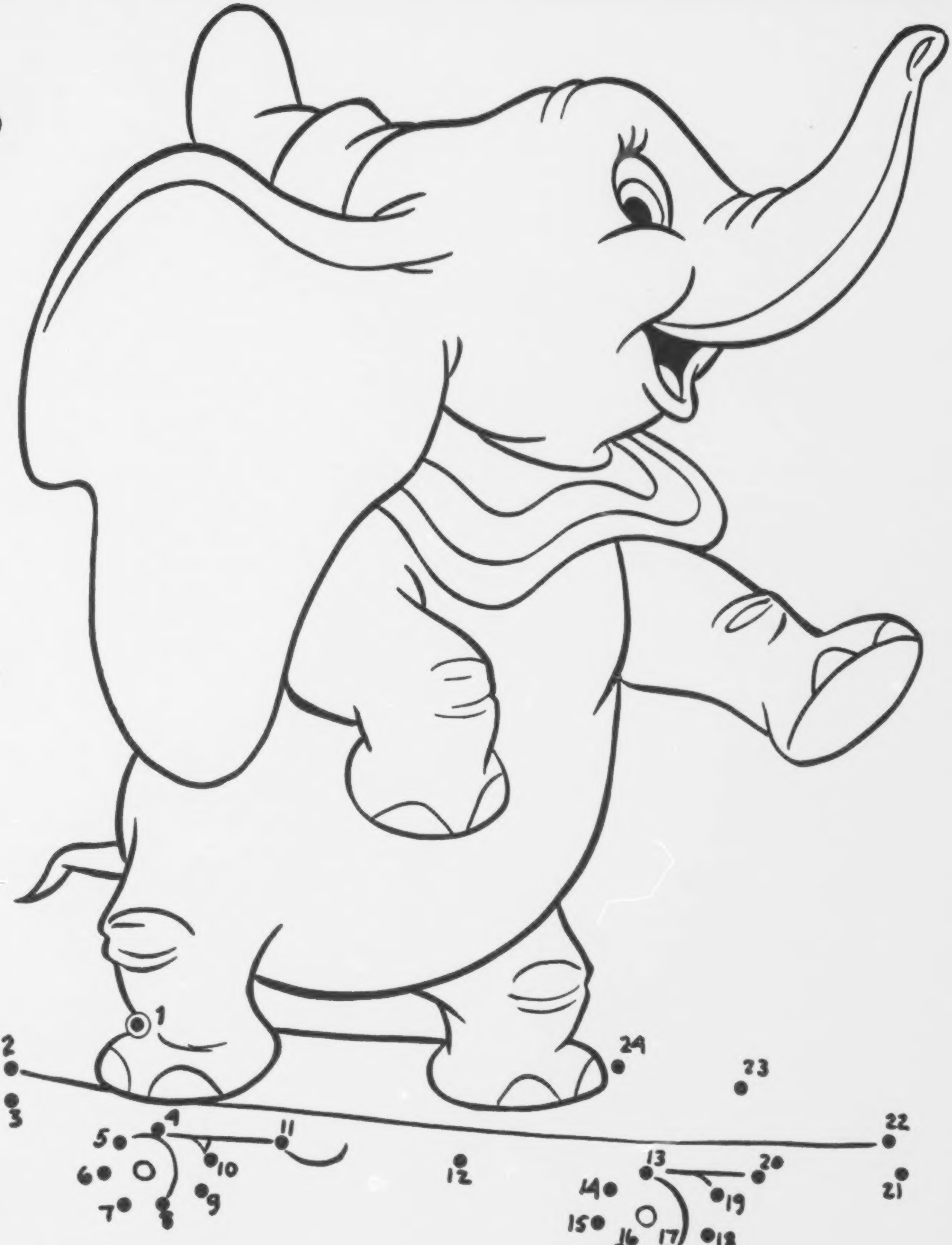
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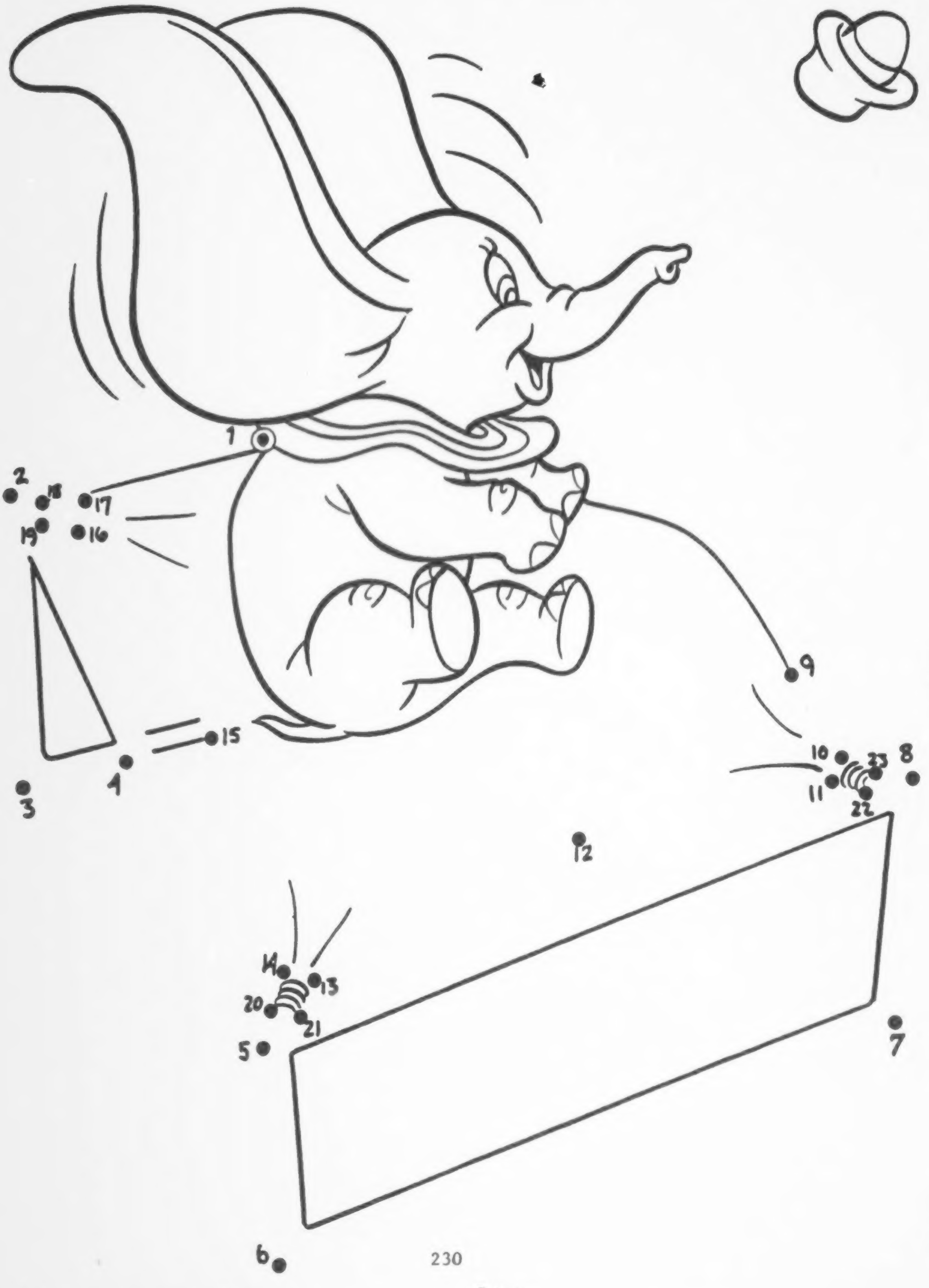
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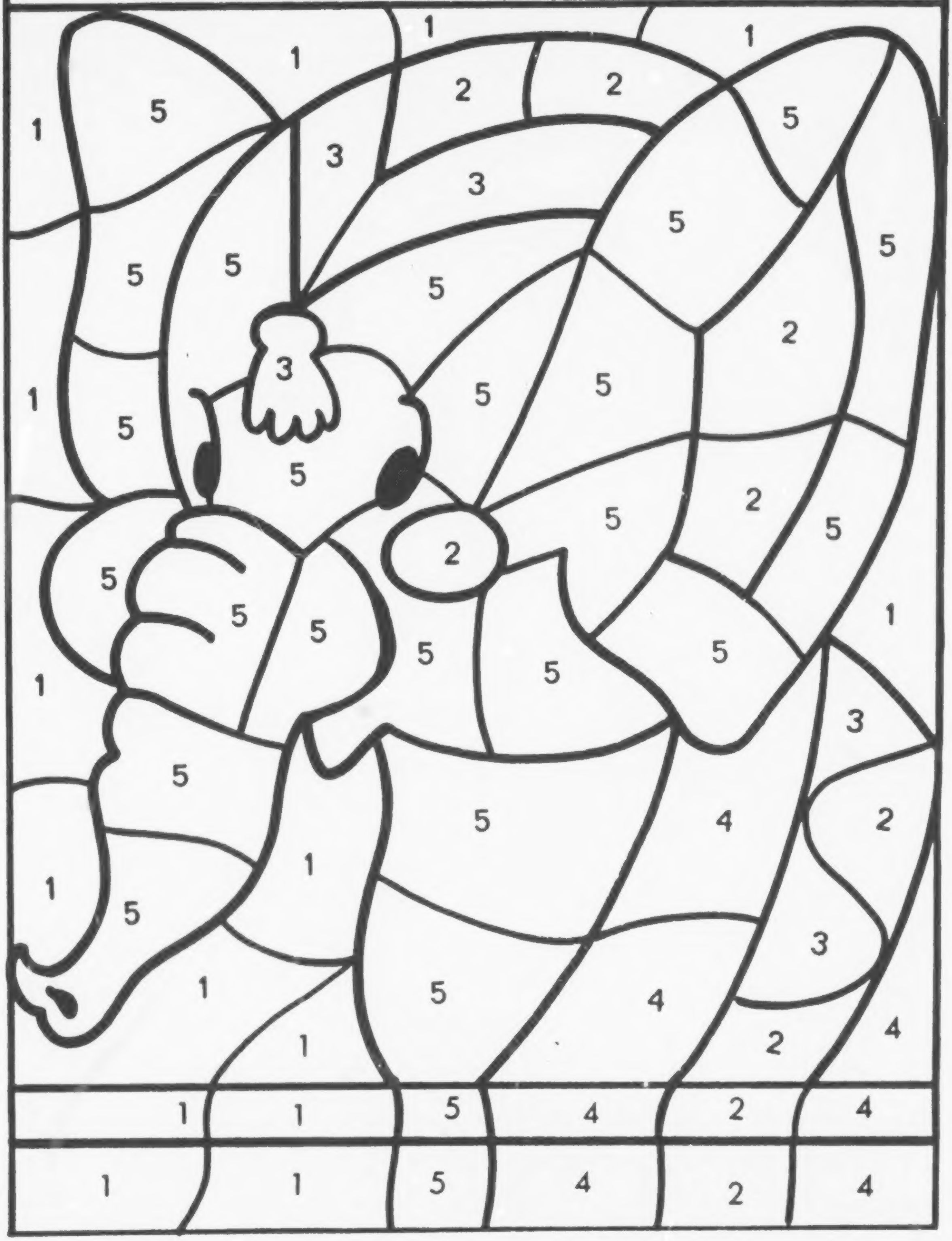
COLOR BY NUMBER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1-pink 2-red 3-yellow 4-purple 5-gray

Super Pad Coloring and Activity Book, c. 1988, P.S.I. and Associates, Inc., Miami, FL.

PEANUT HUNT (Game)

Equipment: Small sack for each player
Peanuts - some painted different colors and hidden around room or play area

Tell the children to see how many peanuts they can find - blow whistle to begin. When everyone has found all the peanuts he can, blow whistle and have children sit in circle. Have each child count the peanuts he has found. The person who has the most peanuts wins a prize.

PEANUT PASS (Game)

Equipment: Spoon for each player
Equal number of peanuts in a bowl for each team
Empty bowl for each team
Equal number of players on each team

Select players for teams. Have players line up in straight line with a bowl of peanuts at the head of each line and an empty bowl at the end of each line. The players pass the peanuts as follows: At the sound of the whistle each leader scoops up a peanut from the bowl in the front of his line. Teammates then pass the peanut down the line from spoon to spoon. No one is allowed to touch a peanut with his hands. If a peanut is dropped, the player who drops it has to scoop it up with his spoon, without touching it with his hands, return to his place in line, and pass it to the player next to him. When the peanut reaches the end of the line, the end player drops it into the empty bowl. He then comes to the head of the line, scoops up a peanut and passes it as before. When the original leader is at the end of the line, he drops his peanut in the bowl and yells "Hold it". First team to have its leader yell "Hold it" wins.
Can be played several times.

From THE PARTY BOOK FOR BOYS AND GIRLS by Bernice Wells Carlson. Copyright renewal (c) 1991 Bernice Wells Carlson. Reprinted by permission of Abingdon Press.

Feeding the Elephant

Ages: 5-9

No. of Players: 6-15

WHAT'S NEEDED?

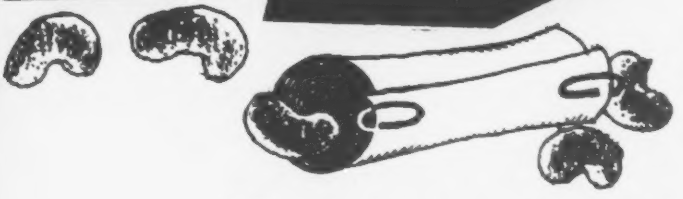
- ☐ Colored Construction Paper (two 9" x 12" sheets, one gray, one pink)
- ☐ Paper Fasteners
- ☐ 5 Peanuts in Shells
- ☐ Paper and Pencil, for Scoring
- ☐ Prize

PREPARATION

Place the gray sheet of paper on top of the pink paper. Roll into a cylinder, with a 1-inch overlap. Fasten with paper fasteners.

PRESENTATION

1. Sit down in a circle with the children. Show them the paper roll and ask them to guess what it represents. If they have trouble guessing, show them the peanuts. Tell them, "We couldn't fit the whole elephant through the door, so we just brought his trunk."



2. Place the "elephant's trunk" horizontally in the center of the circle. Face one open end toward the child who is to go first.

3. Give the child three peanuts. (Keep the other two in reserve in case of an emergency!) Explain that each player will be given a chance to "feed the elephant." The object is to toss the peanuts one at a time into the elephant's trunk. If the peanut goes completely through, you may announce that the elephant swallowed that one immediately!

4. Write each child's name on your paper, in order around the circle. Enter each child's score as follows: one point for each peanut that enters the trunk.

5. Rotate the trunk slightly for each player. If too many children receive three points on the first round, make the circle larger for the second round. Usually three rounds are played. Announce the number of rounds you intend to play at the start of the game.

6. The winner is the child who has fed the most peanuts to the elephant at the close of the last round. Play off any ties. The children may enjoy hearing you add up the total number of peanuts the elephant has consumed!

If you have a whole bag of peanuts on hand, you may wish to reward each child with the number of peanuts he fed to the elephant.

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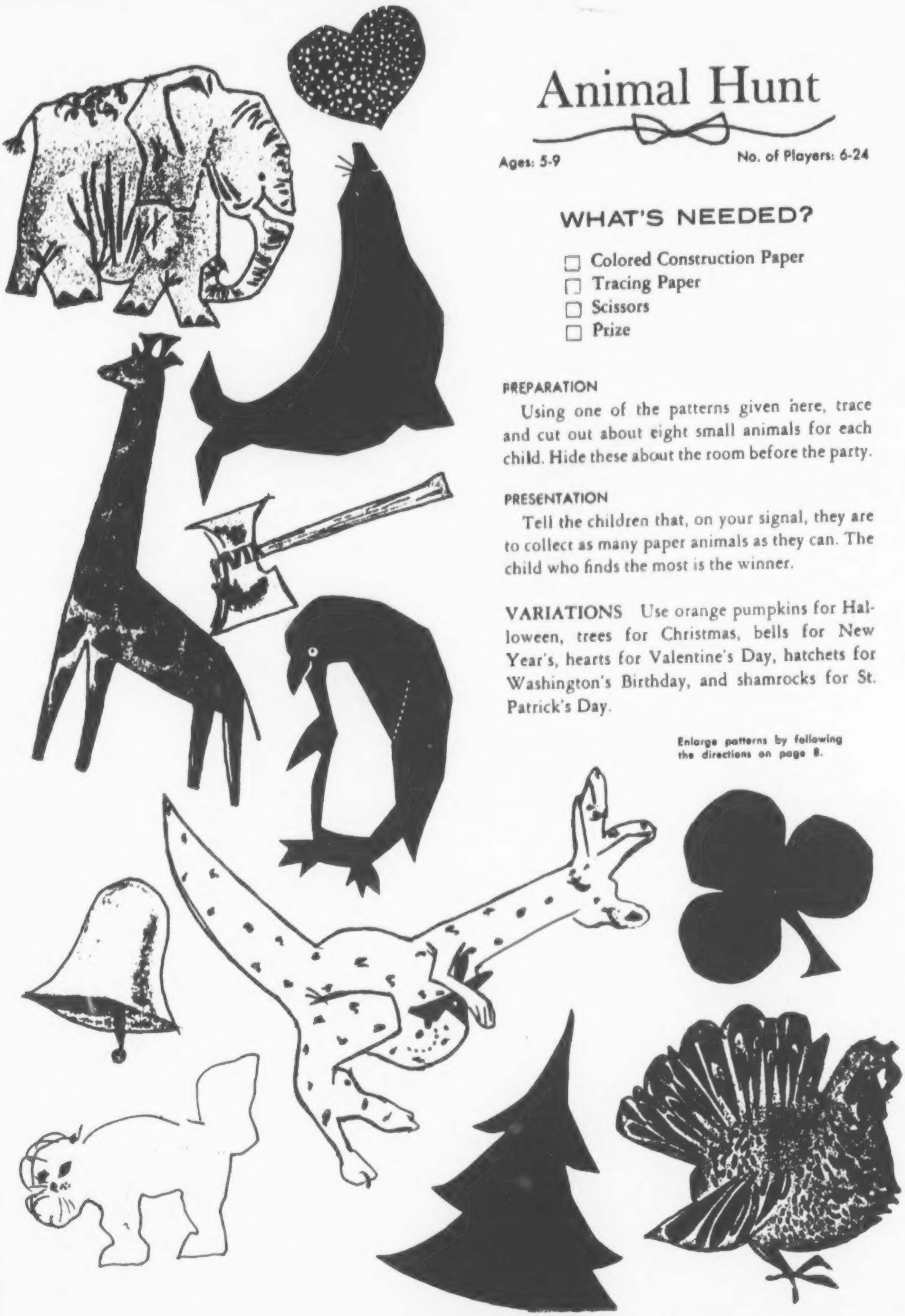

Animal Hunt

Ages: 5-9 **No. of Players: 6-24**

WHAT'S NEEDED?

☐ Colored Construction Paper
☐ Tracing Paper
☐ Scissors
☐ Prize

PREPARATION

Using one of the patterns given here, trace and cut out about eight small animals for each child. Hide these about the room before the party.

PRESENTATION

Tell the children that, on your signal, they are to collect as many paper animals as they can. The child who finds the most is the winner.

VARIATIONS Use orange pumpkins for Halloween, trees for Christmas, bells for New Year's, hearts for Valentine's Day, hatchets for Washington's Birthday, and shamrocks for St. Patrick's Day.

Enlarge patterns by following the directions on page 8.

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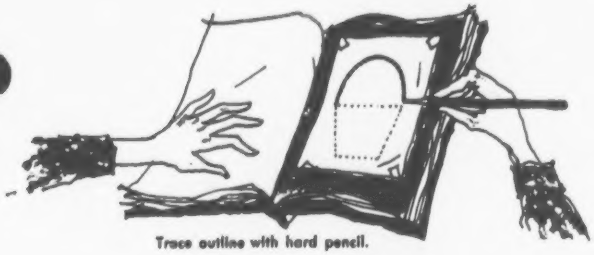
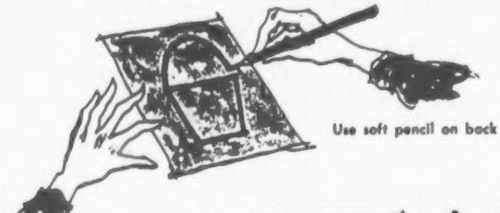
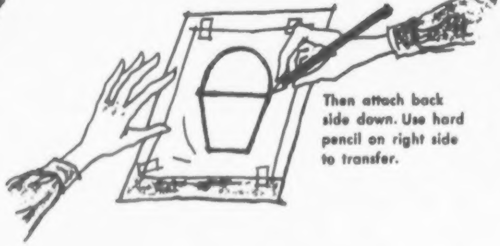
How to Make a Tracing



Trace outline with hard pencil.



Use soft pencil on back.



Then attach back side down. Use hard pencil on right side to transfer.

It will help you to use the patterns in this book if you know how to make a tracing. While it is best to use tracing paper, tissue paper may be used instead.

1. Lay the tracing paper over the pattern to be traced. Use masking tape or cellophane tape to attach it to the page on which the desired pattern appears.
2. Trace around the outline of the pattern with a sharp pencil. Remove the tracing paper by snipping the tape with scissors.
3. To transfer the pattern to a white or light-colored surface, go over the back of the tracing paper with a soft pencil. Then tape or pin the tracing (back side down) to the surface on which you wish the transferred pattern to appear. Go over the lines on the right side of the tracing with a hard pencil.
4. To transfer the pattern to a dark-colored surface, use chalk to go over the back of the tracing. Place tracing in position and go over the lines on the right side with a hard pencil.

How to Enlarge and Reduce Patterns

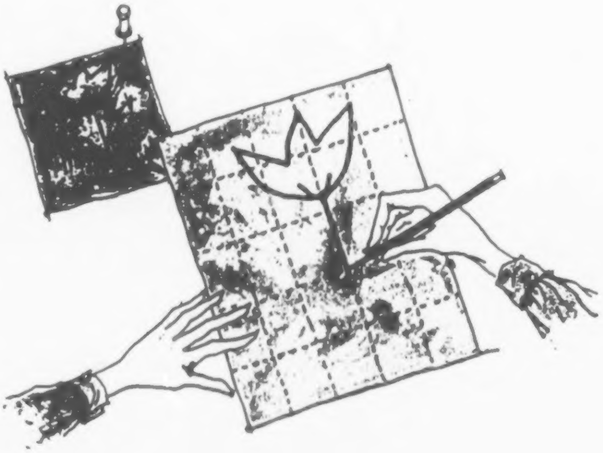
By following these directions, you will be able to enlarge or reduce any pattern in this book.

TO ENLARGE: Make a tracing of the pattern you plan to use. Then mark off this tracing with squares —¼ inch for small designs, ½ or 1 inch for larger designs.

If you want the pattern to be twice as large, make a copy sheet out of a second sheet of tracing paper by marking it off with squares that are twice as large as those on your original tracing. (For instance, you may have used ½-inch squares to mark off your original tracing. You will then mark off your copy sheet with 1-inch squares.)

Place these two sheets next to each other and carefully reproduce the lines of the original tracing on the copy sheet. If you draw in the lines one square at a time, you will find it is quite easy to enlarge the pattern almost identically.

TO REDUCE: Simply reverse the method used for enlarging designs. For instance, mark off your original tracing with 1-inch squares and your copy sheet with ½-inch squares.



Push Peanut Race

Ages: 5-8 · No. of Players: 8-24

WHAT'S NEEDED?

- ☐ 8 Peanuts
- ☐ 8 Pencils
- ☐ Prize

PREPARATION

None.

PRESENTATION

1. Designate a starting line and a finish line in the room. (Parallel sides of a living room rug work well.)
2. Line up the peanuts and pencils along the starting line.
3. Divide the children into groups of eight. Choose the first group for the first round. Explain that the peanuts are to be pushed, not hit, with the pencil across the room to the finish line.
4. Play as an elimination race until you have a grand winner.

Elimination Races

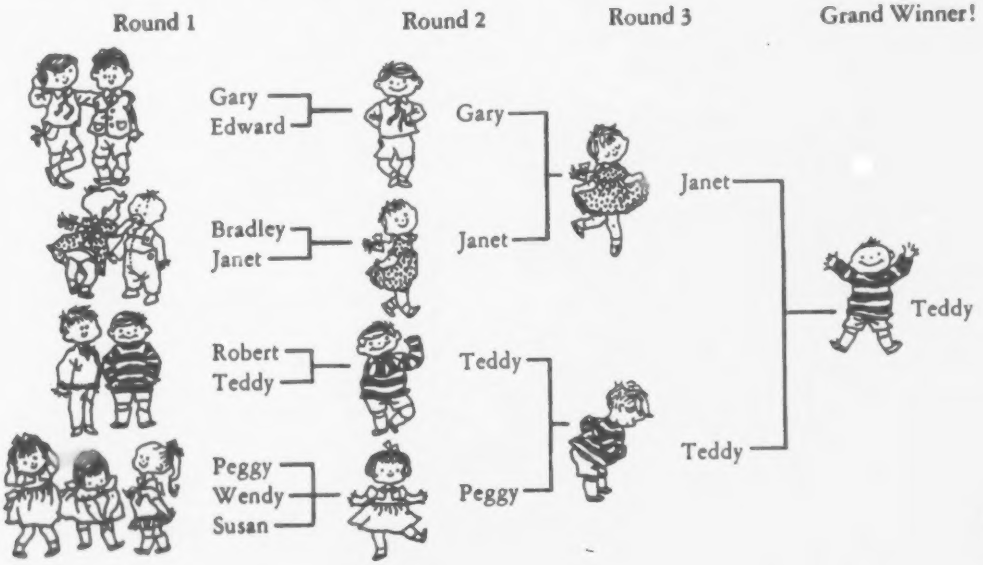
The races described on this page are called elimination races. They are best played if the children are divided into groups of two, three or four players.

After the first group races, the winner goes to a designated spot and the losers to another. The second group and third group then race. The race continues until all the children have had one turn. This ends the first round.

The winners of each group then race each other in the second round. Successive rounds are played until all but one player are eliminated. This child is the grand winner!

If you have an odd number of players, the last group in the first round may have three contestants rather than two.

Try to match the contestants for the first round according to height, weight, and age. Avoid, if possible, having brothers and sisters play against each other in the first round.



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CHOCOLATE MASTODON CAKE

This furry prehistoric pachyderm tastes like a moist chocolate macaroon. It's a fairly large cake, so if your party is for only 12, plan on having a few extra pieces. If you're having a large party, you can bake 2 Mastodons, or supplement the cake by baking a batch of cupcakes using the same batter and frosting.

PREPARATION TIME: 1 HOUR
BAKING TIME: 30 TO 35 MINUTES

- 4 cups sugar
- 4 eggs
- 2 cups milk
- 2 cups unsweetened cocoa powder
- 2 cups shortening (preferably butter-flavored)
- 1 teaspoon salt
- 4 teaspoons baking powder
- 2 teaspoons baking soda
- 2 teaspoons almond extract
- 6 cups flour
- 2 cups shredded coconut
- 2 cups boiling water
- Chocolate Cheese Frosting (recipe follows)
- ½ cup toasted coconut (see note, page 26)
- 1 cinnamon stick
- 1 large marshmallow
- 1 chocolate kiss
- 1 piece (20 x 30 inches) heavy cardboard
- Gold or silver foil

Preheat oven to 325°F.

Measure all of the cake ingredients into a large mixing bowl, adding the boiling water last. Stir until smooth and thoroughly blended. Line a 9 x 13-inch sheet cake pan and two 9-inch round layer pans with baking parchment. Spoon batter evenly into pans and bake 35 minutes for sheet cake and 30 minutes for round layers, or until toothpick inserted into center comes out clean. Cool layers in pans 1 hour.

Invert cooled layers out of pans. Peel parchment away from bottoms of layers. (At this stage, you can wrap and freeze layers; or assemble cake and freeze until the day it's to be served.)

Cut rectangular layer and round layers as illustrated and identified in fig. 6a. Cover a 20 x 30-inch piece of cardboard with foil. Arrange pieces of cake as shown in diagram (fig. 6b). Frost cake with half of frosting (refer to page 10 for suggestions on frosting techniques). Fit pastry bag with large writing tip; fill with remaining frosting. Pipe "shaggy" frosting "fur" all over mastodon. Sprinkle with toasted coconut. Insert cinnamon stick for tusk and marshmallow for eye, using chocolate kiss for pupil.

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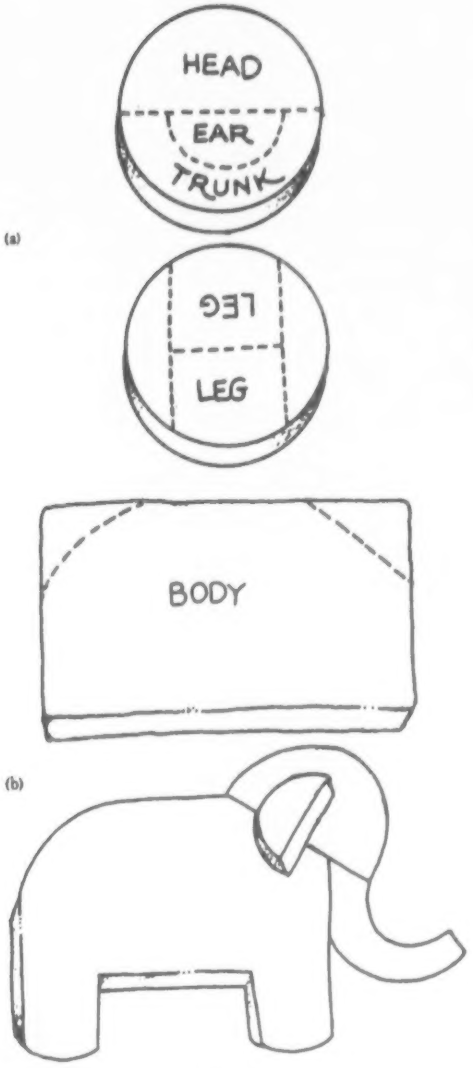

fig. 6

CHOCOLATE CHEESE FROSTING

⅔ cup unsweetened cocoa powder
1 cup butter
1 package (8 ounces) cream cheese
2 pounds confectioners sugar
1 tablespoon almond extract
¼ cup milk (optional)

Cream cocoa and butter together until light and fluffy. Beat in cream cheese until smooth. Blend in confectioners sugar, adding milk if necessary to make a smooth, spreadable, but not too soft frosting.

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PEANUT BUTTER AND JELLEPHANTS

PREPARATION TIME: 30 MINUTES

- 2 loaves of white bread, sliced lengthwise
- 1 jar (16 ounces) peanut butter, smooth or chunky
- 1½ cups strawberry jam
- 2 packages (8 ounces each) cream cheese, softened
- Red food coloring (optional)
- 12 to 16 raisins (for eyes)
- Elephant cookie cutter

Using your elephant cookie cutter, cut as many elephants as you can from the bread slices. You should be able to get anywhere from 24 to 36 cutouts. Place half of the elephants on a work surface or tray, facing them all in the same direction. Spread a layer of peanut butter on each one. Place the other half of the elephants on a work surface or tray, facing the *opposite* direction. Spread a layer of strawberry jam on each one, reserving ½ cup. Sandwich peanut butter- and jam-sided elephants together.

Beat cream cheese and reserved ½ cup of jam together until smooth and fluffy. If desired, tint with a few drops of red food coloring to achieve a deeper shade of pink. Fit a pastry bag with a large round writing tip; fill with the cream cheese mixture. (Using a pastry bag in this manner makes the spread much easier to apply—no broken trunks or legs!) Pipe the cheese mixture on the surface of sandwiches. Gently smooth over ridges with a spatula. Now you can go back and use the writing tip to decorate ears and trunks. Use raisins for eyes.

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Elephant Ears

2 eggs
2 cups sifted flour
1 teaspoon baking powder
Pinch salt

1/2 teaspoon vanilla
Vegetable oil for deep frying
Sugar and cinnamon
Melted butter

Combine eggs, flour, baking powder, salt. Mix well. Add vanilla and enough liquid (cognac, fruit juice, or water) to make a dough that will roll out. Lightly flour board and roll out thin. Use a large half moon pastry cutter. Crimp straight edge with thumb and forefinger. Lower "ear" into hot oil; turn with tongs. Fry until golden brown. Drain, spread with melted butter, dip into combined sugar and cinnamon. Get fat as an Elephant!

Taken from Toddler-Preschool Story Time Workshop held in Alexandria, Sept. 23 & 24, 1986, by Carolyn Feller Bauer.

THEME: LAZY SUMMER - SUMMER SUN

AGE RANGE: Elementary Grades 1-2-3.

BOOKS:
Bishop, Ann. Noah Riddle.
Delaney, M.C. The Marigold Monster.
Hoban, Russel. Nothing to do.
Lasker, Joe. The Do-Something Day.
Stevenson, James. There's Nothing To Do.
or any fun summer book.

POEMS:
"Tired Tim" by Walter De LaMare
"Lazy Jane" by Shel Silverstein
"Nada" by Charlotte Pomerantz

ACTIVITY: Have a Sunglasses Day. The more outrageou sunglasses the better. For prizes or reward s catalog from Oriental Trading Co. #56. See fol pages for other ideas.

CRAFT: Make sunglasses.

HANDOUTS:
Activity sheet
What's Wrong?
Riding A Skateboard
A Flower Lover

FILMS:
Freckle Juice. (LSL)
Mickey's Trailer. (LSL)
Harry the Dirty Dog. (LSL)
Soup and Me. (LSL)
Pluto's Surprise Package. (LSL)

MUSIC:
"Don't Be Bored."
"Bored, Bored, Bored."
"A Joke to Tell."
"Playground Song"
"Summer, Summer"

Poetry Selections

Tired Tim

by WALTER DE LA MARE

Poor Tired Tim! It's sad for him.
He lags the long bright morning
  through,
Ever so tired of nothing to do;
He moons and mopes the livelong
  day,
Nothing to think about, nothing to
  say;
Up to bed with his candle to creep,
Too tired to yawn, too tired to sleep:
Poor tired Tim! It's sad for him.

Nada

by CHARLOTTE POMERANTZ

Nada is nothing.
Nothing at all.
Trip on a nada,
You never will fall.
Is the room empty?
Then nada is there.
Muchísima nada
Is everywhere.
So if you have nada,
Do not be sad.
Always remember
what you never had—
nada.

Lazy Jane

by SHEL SILVERSTEIN

Lazy
lazy
lazy
lazy
lazy
lazy
Jane,
she
wants
a
drink
of
water
so
she
waits
and
waits
and
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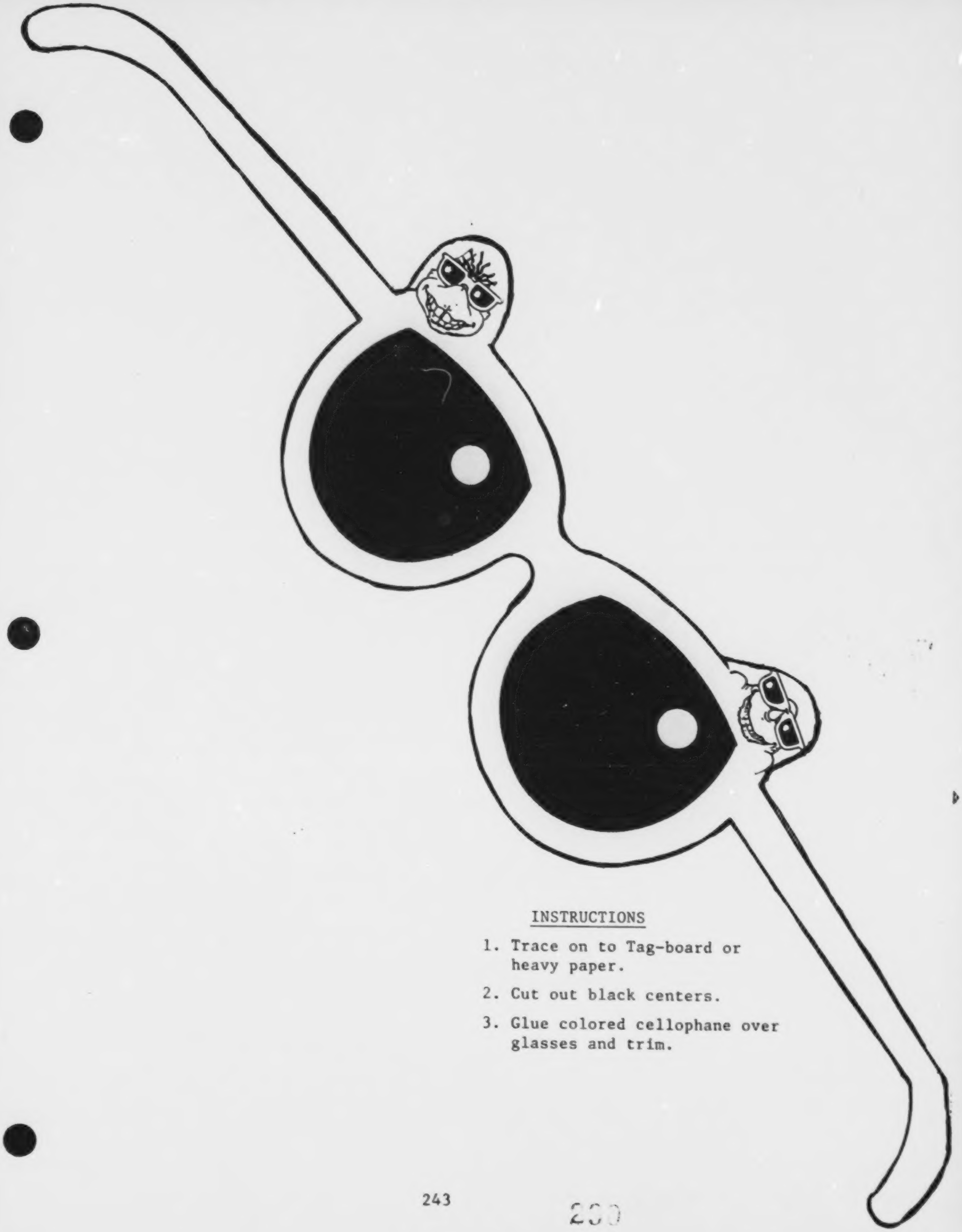
it
to
rain.

From Celebrations: Read-Aloud Holiday and Theme Book Program by Caroline Feller Bauer, c. 1985. Used with permission.



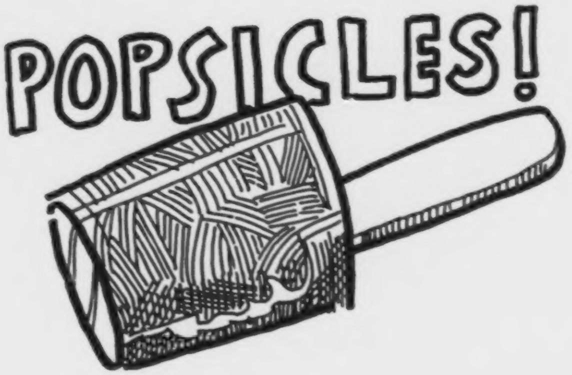
INSTRUCTIONS

1. Trace on to Tag-board or heavy paper.
2. Cut out black centers.
3. Glue colored cellophane over glasses and trim.

POPSICLE STICK IDEAS

Set aside a container for all saved popsicle sticks—keep a running supply handy for when the mood strikes for a crafty project.

Give your child crayons, paints, felt markers, or stain to color the sticks and let his imagination take over. Glue them around the sides of orange juice cans to make pencil holders or flower vases; combine them to resemble rafts or boats and then set sail in the bathtub or down a nearby brook; make them into picture frames inside which your child can draw a picture or put a photograph; staple old greeting cards or cut-out pictures onto a stick and make puppets; or glue them crisscrossed in a square to make a trivet.



CREATE YOUR OWN POPSICLES

1. Blend together 1 cup cut-up or crushed fruit, 1 cup juice, and 1 cup water.
2. Pour into small paper cups.

Follow steps 3 and 4 for the above recipe.

Some ideas for combinations to use: grape, apple, orange, pineapple, cranberry juices; crushed fresh berries mixed with water.

Other homemade popsicle ideas: yogurt with honey; pudding thinned down with milk; cider; or lemonade.

LAUGHING LIST

It is always good to have a list of things that make your child laugh. You never know when you might need to refer to it to give her a little boost. Brainstorm with your child as to what things make her laugh, and write them down. To get started: Write down her favorite jokes; some funny episodes in her life that make her laugh when she thinks of them; perhaps tickling . . .

"PICTURE" THESE JOKES

Have your child think of his favorite jokes and illustrate them.

PEN PAL JOKE EXCHANGE

Have your child ask a friend to be his "joke" pen pal. Then have them take turns writing letters that contain jokes to each other. The pen pal can be someone who lives nearby or far away.

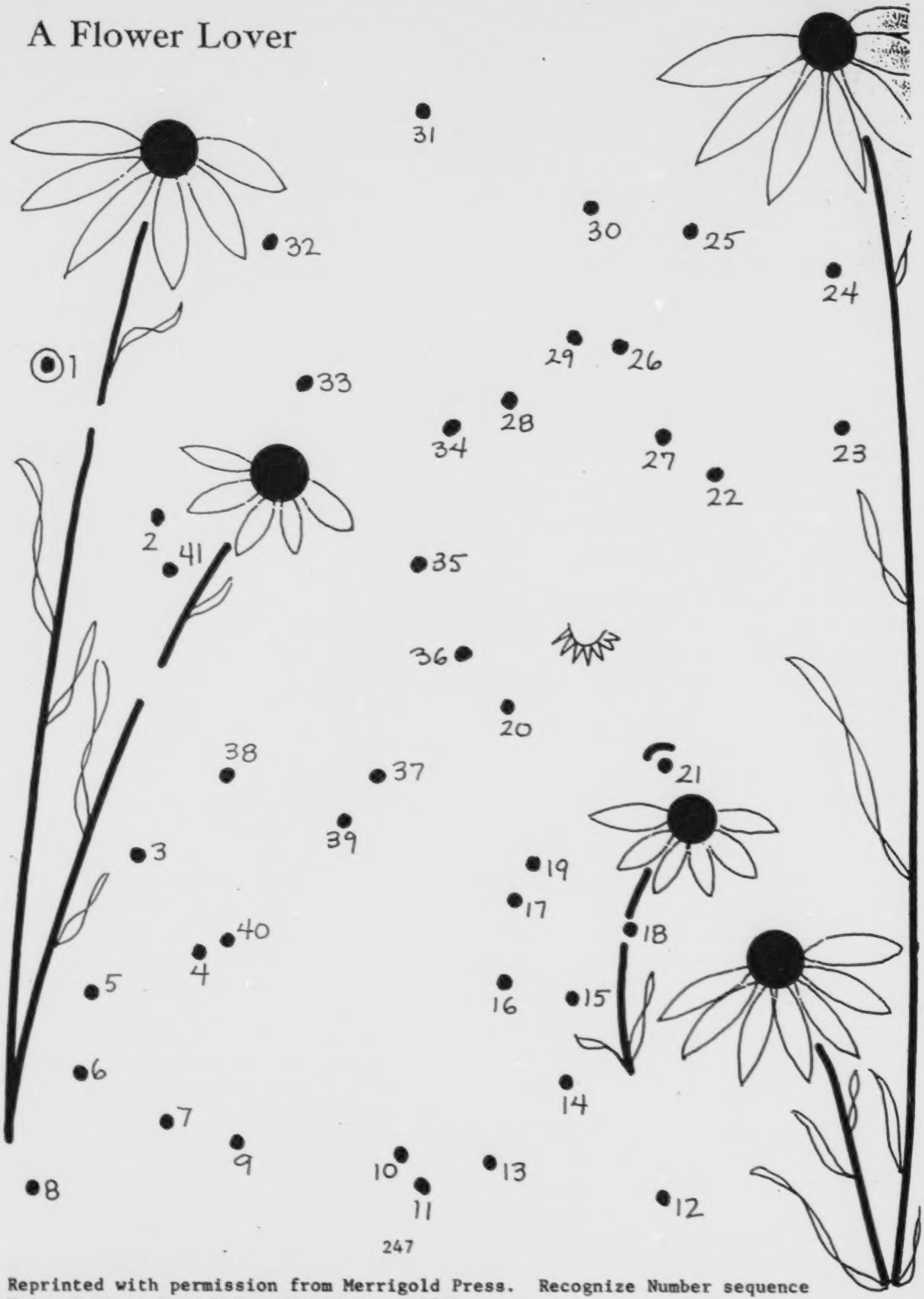
"FUNNIES" SCRAPBOOK

Get a scrapbook in which your child can save any comic strips that she really likes. You can find them in children's magazines, newspapers, and other written sources.

GROCERY BAG IDEAS

There always seems to be an endless supply of grocery bags, so why not use them creatively? Just for starters: let your child make hats or masks out of them, use them for collecting (give directions such as, "Find 5 orange things in the house that you can put in your bag"), take them on nature walks, have bag races in which participants must put both feet in the bag and jump to their destination, or decorate them and use them as wrapping paper.

A Flower Lover



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BORED, BORED, BORED

(Sung to "Row, Row, Row Your Boat")

Bored, bored, bored to tears
With nothing fun to do.
I can't think of anything great—
How about you?

DON'T BE BORED

(Sung to "Working on the Railroad")

I've been sitting on these front steps
All the livelong day—
I've been sitting on these front steps
Just to pass the time away;
You'd think I'd get up and do something,
Rise up—find things to do;
You'd think I'd get up and do something,
But I don't have a clue.

You could bake a cake,
Muffins you could make,
Cookies you could take
When you go away.
You could pack a lunch,
With grapes by the bunch,
Let's get cooking right away.

Come on in the kitchen with ______,
Come on in the kitchen today,
Come on in the kitchen with ______,
You don't have to be bored today.

You could ride your bike,
Take a nice long hike,
Find an outdoor sport that you might like;
You could climb a tree,
A game of tag for three,
Being happy is the key.

Come out to the outside with ______,
Come out to the outside today,
Come out to the outside with ______,
You don't have to be bored today.

(Supply an appropriate name in the blanks.)

A JOKE TO TELL

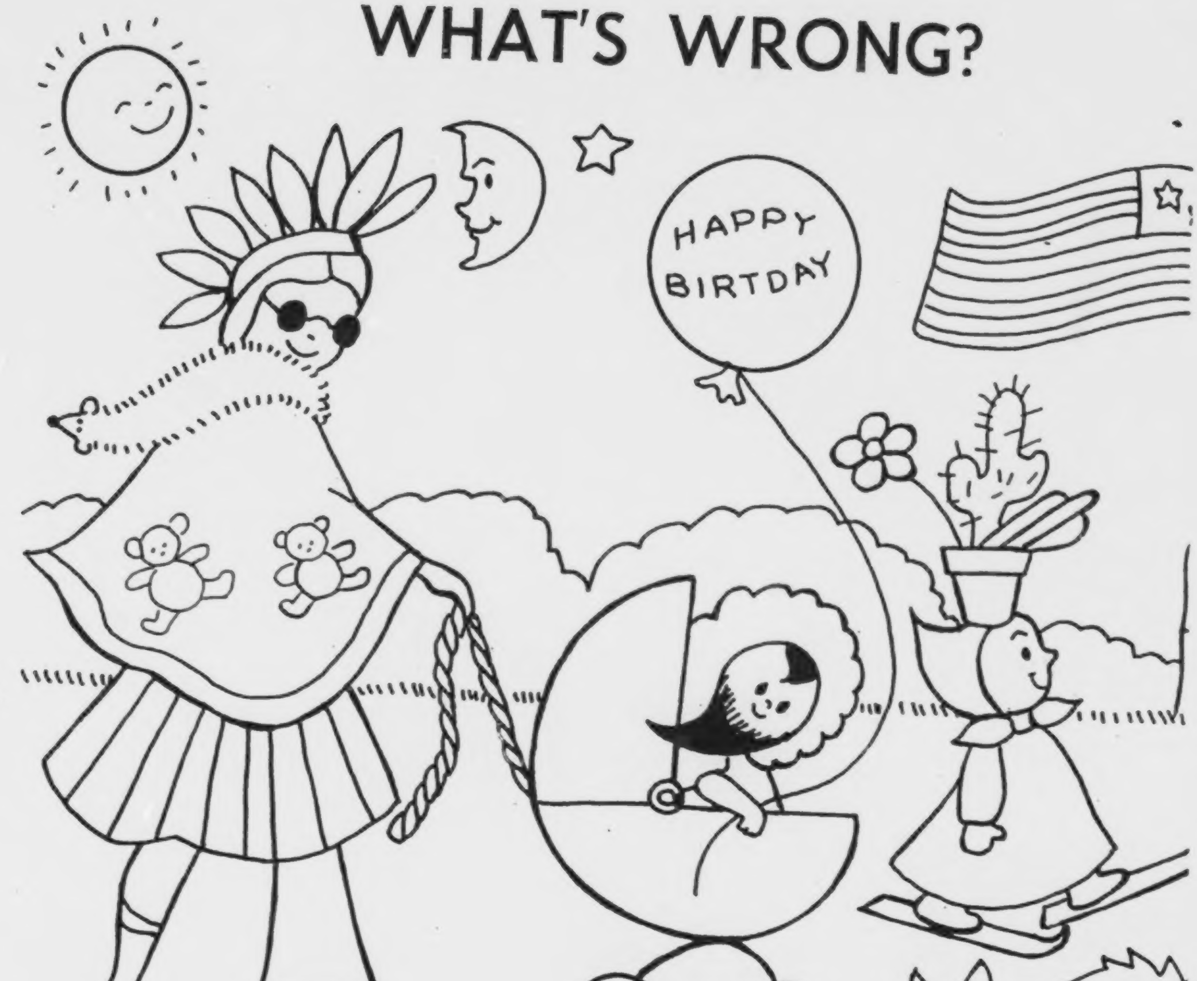
(Sung to "The Muffin Man)

Do you know a joke to tell,
A joke to tell, a joke to tell?
Do you know a joke to tell
To make me laugh real hard?

Oh, yes, I know a joke to tell,
A joke to tell, a joke to tell,
Oh, yes, I know a joke to tell
To make you laugh real hard.

Did you take a bath today,
A bath today, a bath today?
Did you take a bath today?
(Spoken) No. Is there one missing?

WHAT'S WRONG?


HAPPY BIRTDAY
KEEP OFF THE GRASSS

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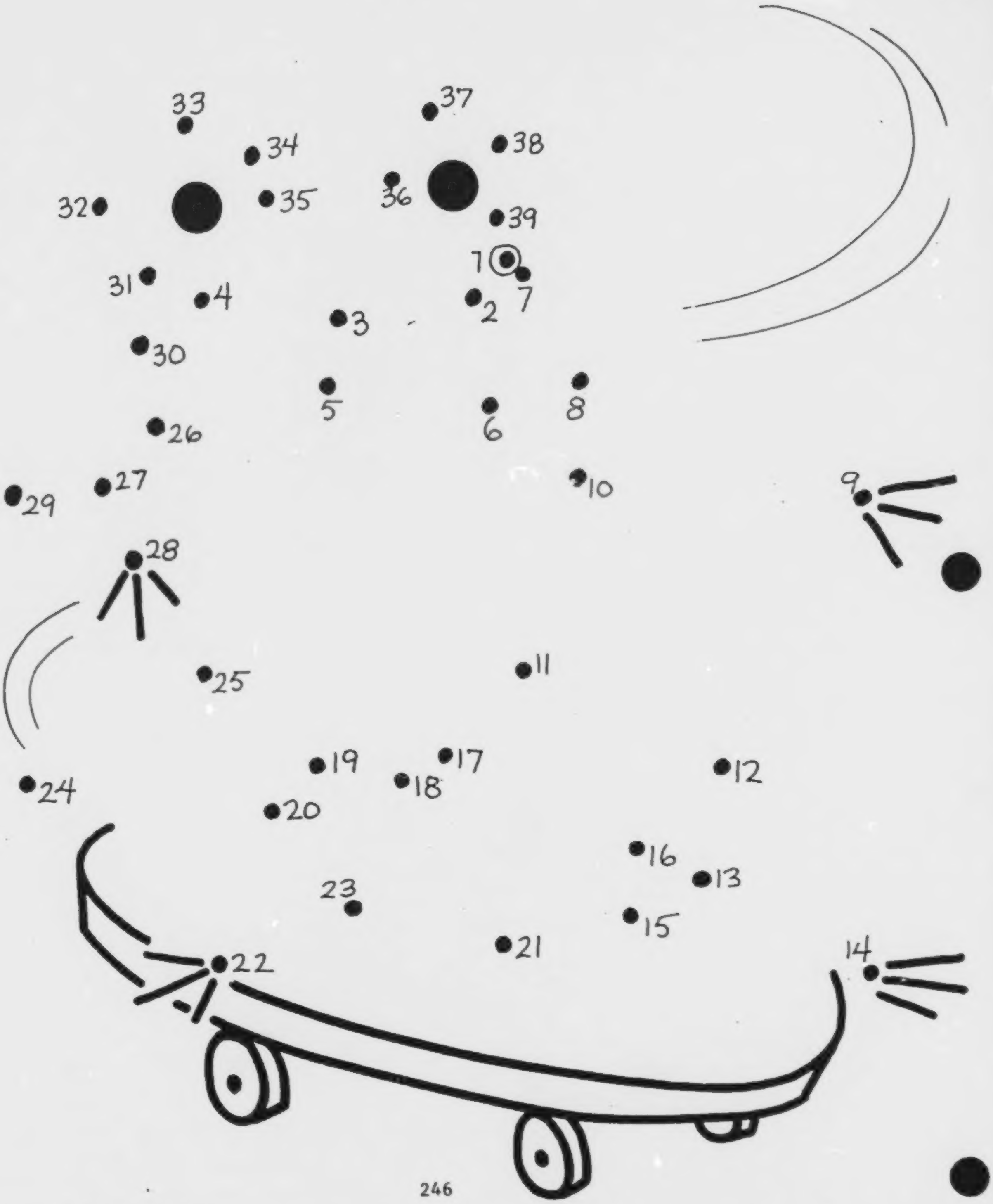
Riding a Skate Board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Playground Song

Sung to: "Mary Had a Little Lamb"

D
I like to climb the jungle gym,
A D
Jungle gym, jungle gym.

I like to climb the jungle gym
A_7 D
On the big playground.

D
I like to go up in the swing,
A D
In the swing, in the swing.

I like to go up in the swing
A_7 D
On the big playground.

D
I like to go down the steep slide,
A D
The steep slide, the steep slide.

I like to go down the steep slide
A_7 D
On the big playground.

Continue with other verses the children make up about things they like to do on the playground.

Barbara B. Fleisher
Glen Oaks, NY

Summer, Summer

Sung to: "Old MacDonald Had a Farm"

F B^b F
Summer, summer is such fun,
C_7 F
Yes, oh, yes, it is.
B^b F
There's so much that you can do,
C_7 F
Yes, oh, yes, there is.
B^b F
You can go to the pool and keep real cool,
C_7 F
Jump right in and take a swim.
B^b
Summer, summer is such fun,
C_7 F
Yes, oh, yes, it is.

F B^b F
Summer, summer is such fun,
C_7 F
Yes, oh, yes, it is.
B^b F
There's so much that you can do,
C_7 F
Yes, oh, yes, there is.
B^b F
You can get a tan or sit on the sand,
C_7 F
Play in the sea or play catch with me.
B^b F
Summer, summer is such fun,
C_7 F
Yes, oh, yes, it is.

Barbara B. Fleisher
Glen Oaks, NY

From Totline Newsletter, July/August 1990 by Susan Peters. Warren Publishing House, Inc., P.O. Box 2250, Everett, WA 98203.

FOURTH - FIFTH GRADES

BEST COPY AVAILABLE

THEME: GIGGLES WITH ANIMALS

AGE RANGE: Elementary - Grades 4-6

BOOKS:
Peet, Bill. Zella Zack and Zodiac (3-4 grade)
Peet, Bill. Huberts Hair Raising Adventure.(3-4 grade)
Van Allsburg, Chris. Two Bad Ants. (3-5 grade)
Howe, James. Bunnicula. (4-5 grade)
Howe, James. The Celery Stalks at Midnight.
Peet, Bill. Bill Peet An Autobiography.

ACTIVITY:
Pet Contest (everyone wins) best, tallest, oldest, shortest, best behaved, most unusual or the not so brave).
A stuffed pet contest.
Celery stuffed with cheese or peanut butter for treat.

FOLD & CUT STORY: "Mr. Purdy's Private Zoo"

POEM:
"The Long Haired Boy" by Shel Silverstein from Where the Sidewalk Ends.
"Zebra Question" and others from A Light in the Attic.

HANDOUTS: There's an exciting new animal at the zoo.

FILMS:
Harry the Dirty Dog. (LSL)
Morris The Midget Moose (LSL)
The Incredible Journey. (jh, sh, A) (LSL)

Mr. Purdy's Private Zoo

Materials:

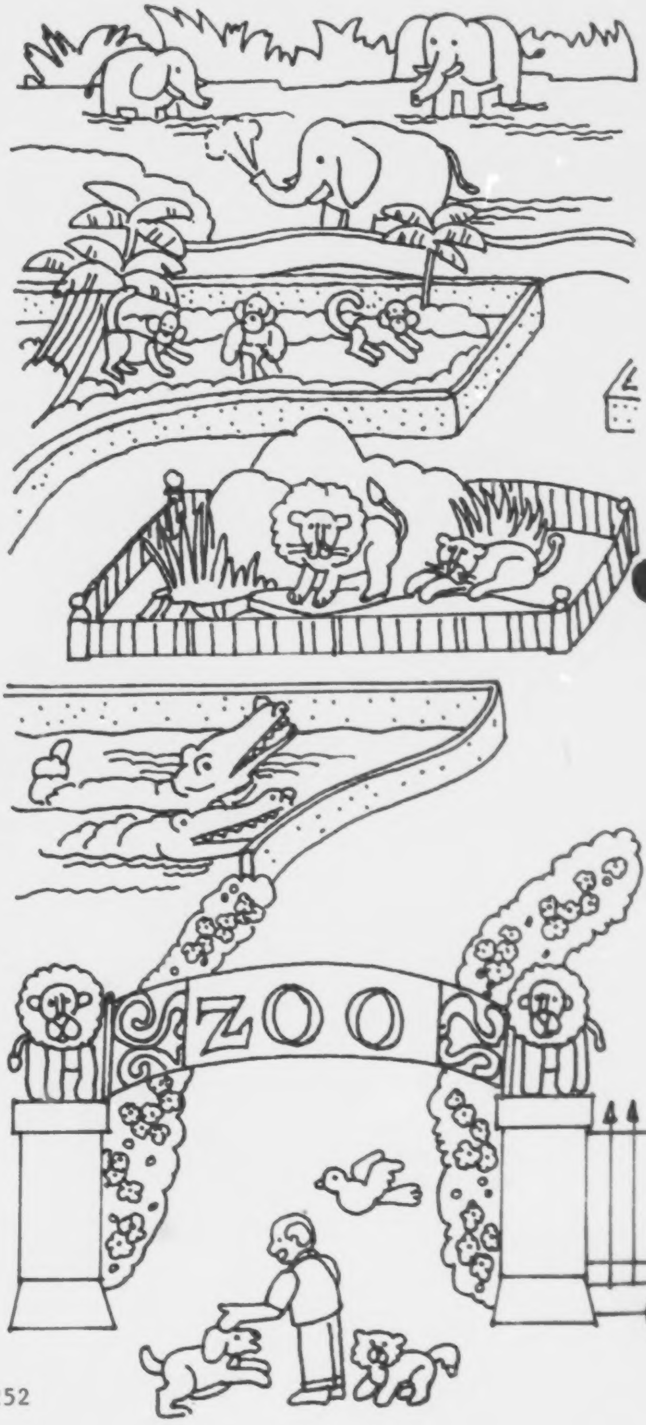
- ☐ pattern on page 29 (Duplicate on cream-colored construction paper.)
- ☐ scissors
- ☐ hole punch
- ☐ orange crayon
- ☐ tape

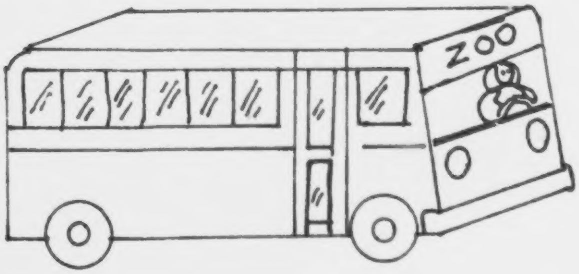
Story:

Once there was a nice man named Mr. Purdy who loved animals very much. He loved all kinds of animals—dogs, cats, monkeys, birds, skunks, even the fierce animals like lions and alligators. All animals loved him, too.

Mr. Purdy went to the zoo every day. He was the first person to come through the zoo gate every morning and the last to leave every night. He was sorry to leave his friends, and they were sorry to see him go. As time went on, it became harder and harder for Mr. Purdy to take his daily trip to the zoo. It was a long journey on the bus, and a long journey back again. But he just had to have animals around him every day!

Then Mr. Purdy got a good idea. He decided to build a little zoo of his own, so he could have animals with him all the time. He bought a nice little piece of land and put a fence around it. Then he built a house inside the fence, so that he could live right there with all the animals.

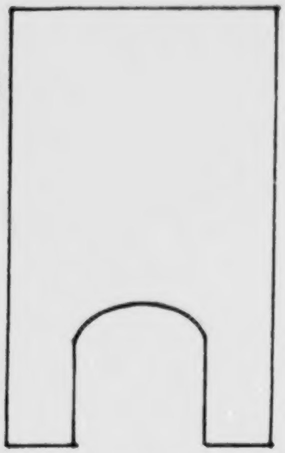




Here's how he built his house:

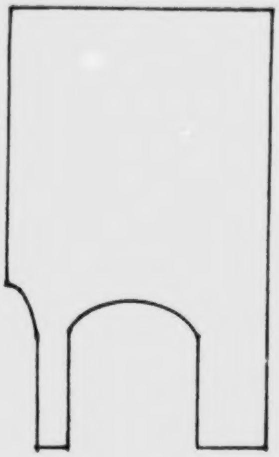
(Fold paper lengthwise and cut a rounded door in the middle as shown.)

He made a big front door right here.



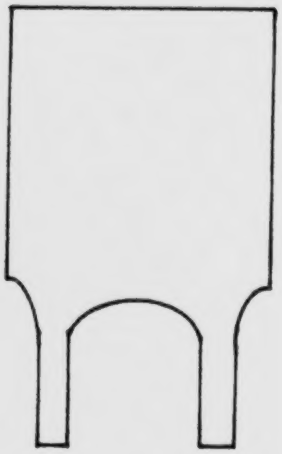
Then he made another door on the side.

(Cut side door as shown.)



Then he made another door on the other side.

(Cut other door as shown.)

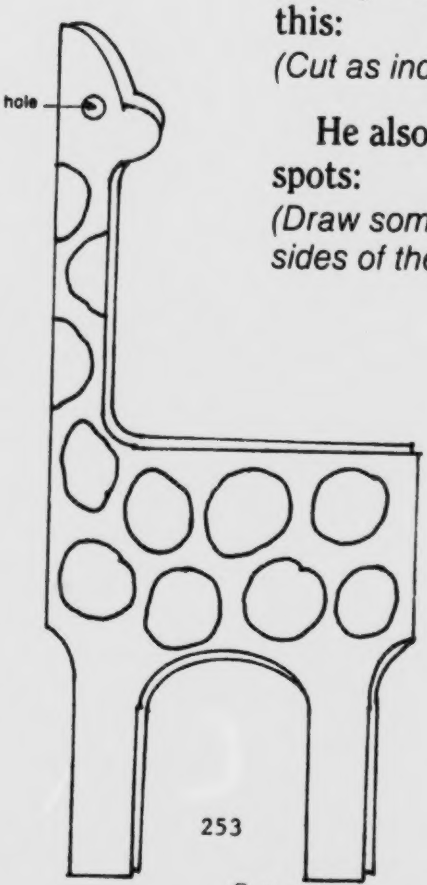


Finally, on one side of his roof, he put up a flagpole and a flag, just like this:

(Cut as indicated and punch hole.)

He also decorated it with big orange spots:

(Draw some big orange dots on both sides of the house with orange crayon.)



Now that Mr. Purdy had his house, he went to find some animals for his zoo. That wasn't as easy as he thought it would be. He got on a big boat and went to Africa, and he walked into the jungle. He looked and looked, and then he met a monkey.

"Would you like to come home with me and live in my zoo?" Mr. Purdy asked. "I have a beautiful zoo and a house with three doors and tall flagpole."

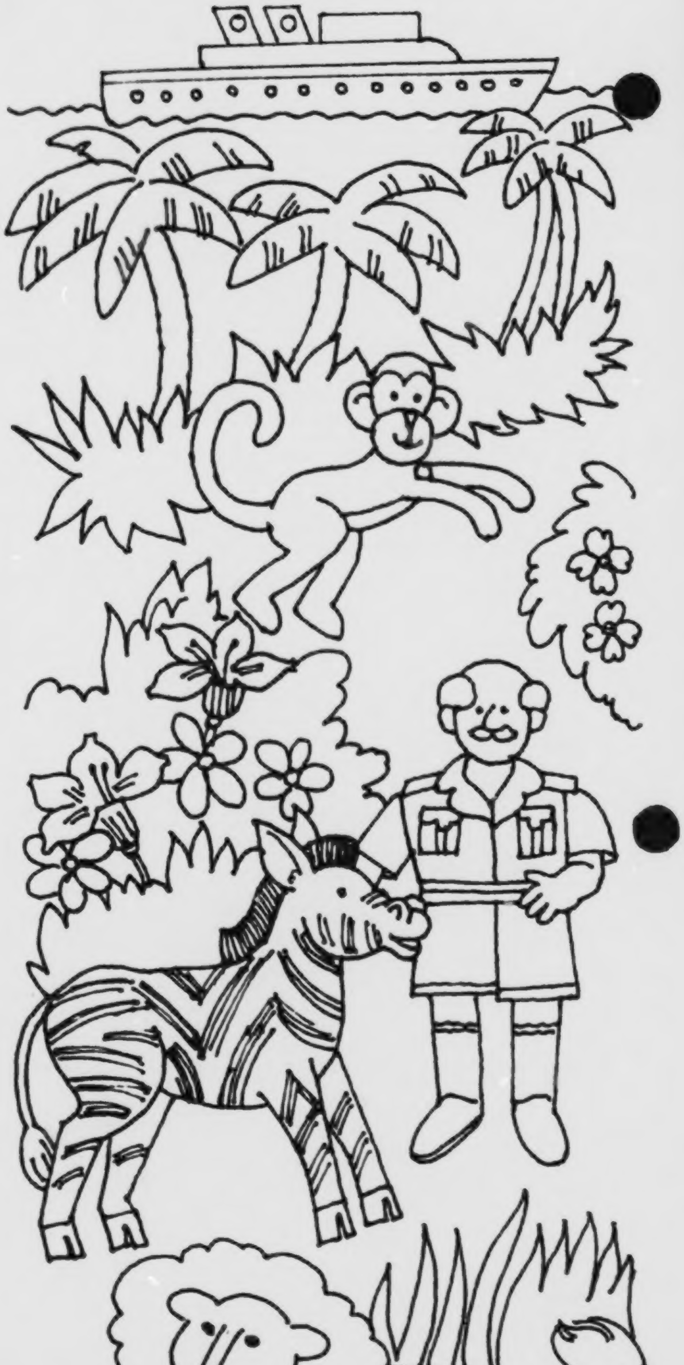
"No thanks, " said the monkey. "I like it here in the jungle."

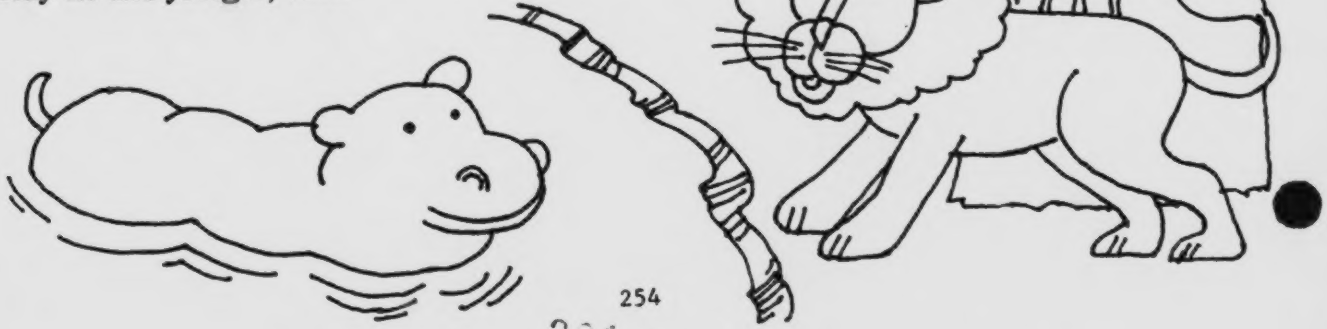
"I understand," said Mr. Purdy, and he kept on looking. Next he found a zebra.

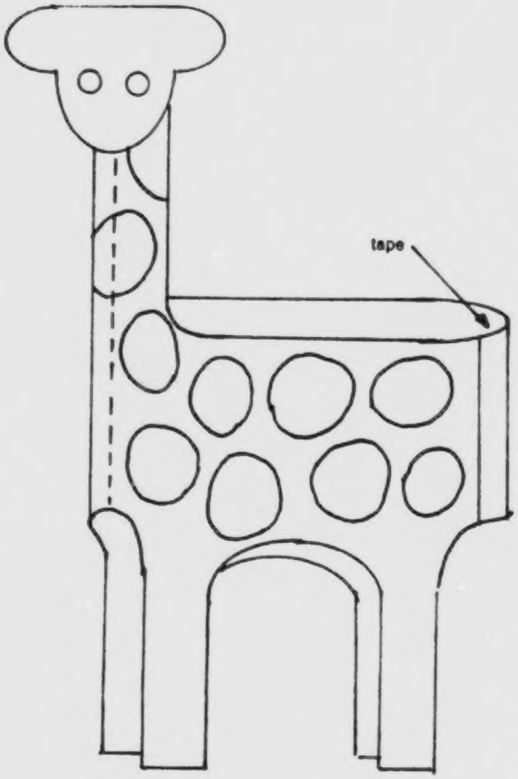
"Would you like to come home with me and live in my zoo?" Mr. Purdy asked. "I have a beautiful zoo and a house with three doors and a tall flagpole."

"No thanks," replied the zebra. "I like it here in the jungle."

"I understand," said Mr. Purdy, and he kept on looking. He met a lion, and a rhinoceros, and even a wildebeest, and he invited them all to come home with him and live in his zoo. He told them about his wonderful orange spotted house. But *they* all wanted to stay in the jungle, too.





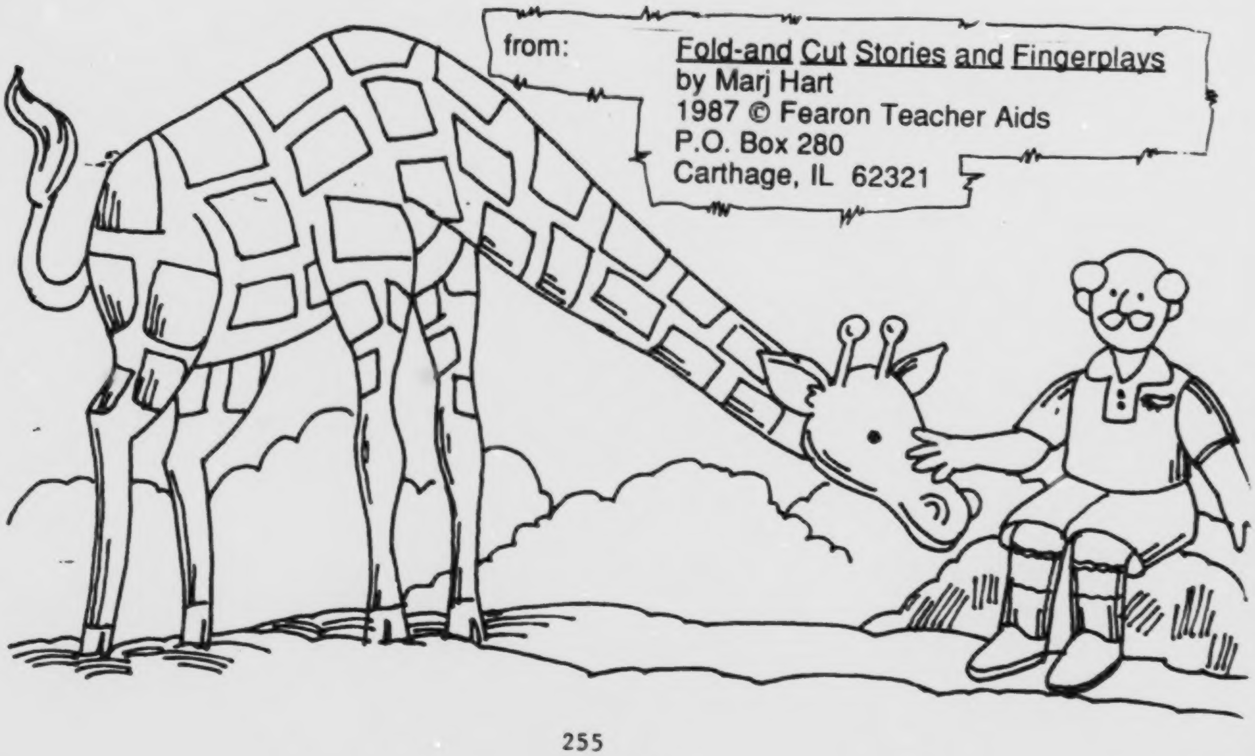


Finally, just as Mr. Purdy was ready to give up and go home, he met the tallest animal he had ever seen. Actually, it was the very tallest animal in the world—it was a giraffe! *(Fold head forward, bend body into a circle, and tape together on inside.)*

"Would you like to come home with me and live in my zoo?" asked Mr. Purdy, looking up at the beautiful, tall giraffe.

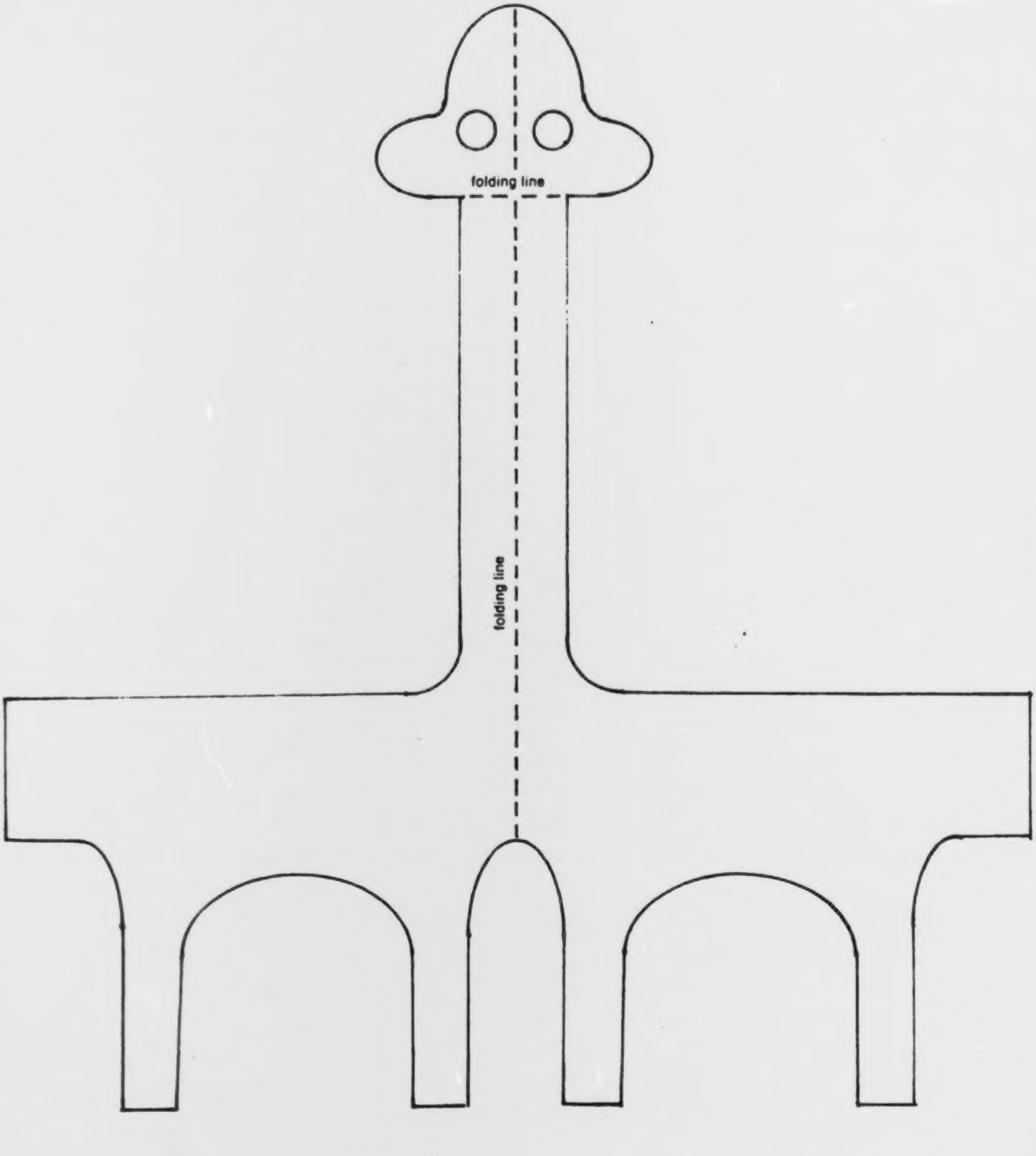
And, to his surprise, the giraffe replied, "I'd love to!"

So Mr. Purdy and the tall giraffe go on the boat and went home together. And although the giraffe was the only animal Mr. Purdy ever had in his zoo, he was content. And so was the giraffe And they lived happily together for the rest of their lives.



from: Fold-and Cut Stories and Fingerplays
by Marj Hart
1987 © Fearon Teacher Aids
P.O. Box 280
Carthage, IL 62321

Pattern for "Mr. Purdy's Private Zoo"


folding line
folding line

300

There's an exiciting new animal at the zoo. What does it look like?

THEME: GRINS WITH MONSTERS

AGE RANGE: Elementary - Grades 4 - 6

BOOKS:
Howe, James. There's A Monster Under My Bed.
Viorst, Judith. My Mama Says There Aren't Any Zombies, Ghosts, Vampires, Creatures, Demons, Monsters, Fiends, Goblins or Things.
Mayer, Mercer. Liza Lou and the Yeller Belly Swamps.

ACTIVITIES:
Monster Makeup
Monster Jokes
A Funny Monster Story

HANDOUTS:
Circle the Creatures Hiding in the Swamp
Draw a Friend for Grins and Giggles

POEMS:
Kroll, Steven. Monsters Everywhere.
Shel Silverstein. Monsters I've Met. - A Light in the Attic.

FILMS:
There's A Nightmare in My Closet. (LSL)
The Beast of Monsieur Racine. (LSL)
Claymation. (Older Kids) (LSL)
Where the Wild Things Are. (LSL)

CRAFT: Monster Masks

RECIPE: Cookie Monsters

MONSTER MAKEUP

Face painting is a popular activity. Make sure you warn the children ahead of time so they can wear old clothes. Makeup smears. Makeup materials for special effects can be obtained at costume shops, theatrical supply companies, and at chain greeting card companies from August through October. Ask moms for old and discarded makeup as donations for your monster makeup kit.

Start with a clean face. Apply a light coat of hypoallergenic cream or cold cream to face. This is optional, but the cream protects sensitive faces and makes removal of makeup easier.

Have plenty of tissues and paper towels handy for easy clean-up.

A basic monster kit includes:

- light brown or white makeup
- blue makeup pencil
- red makeup pencil
- black eyebrow pencil
- brown eye shadow
- stage blood

Demonstrate a monster face on one child; then let them create on each other.

Caution children about using too much eye makeup.

Basic suggestions for monster faces:

- White makeup all over face.
- Draw lines downward next to nose and mouth.
- Use dark (blue or brown) color under cheekbones.
- Lines under eyes are effective, especially when black or brown lines are reinforced with red.
- Eyebrows that are extended and curve up are frightening

From Celebrations, c. 1985 by Caroline Feller Bauer. Reprinted with permission of the H.W. Wilson Company, New York.

MONSTER JOKES

How do you greet a four-headed monster?

Hello, Hello, Hello, Hello.

What do you call a charming, honest, sweet monster?

A failure.

What time is it when a monster knocks at the door?

Time to leave.

Why do monsters have a poor memory?

Everything goes in one ear and out the other.

What would a monster eat if it visited your home?

You.

How do monsters keep from dying?

They do into the living room.

Where do monsters pick up their mail?

At the dead letter office.

A FUNNY MONSTER STORY

It was a dark, dark, night. Henry crept out of his house so that he wouldn't wake his parents. Henry's schoolmates had dared him to visit the graveyard at midnight, where it was said that monsters roamed. Since there was no moon shining, Henry used his flashlight to pick his way through the overgrown cemetery paths. Suddenly, in front of him, he saw a white coffin roll up on end and start toward him. How could he stop the coffin?

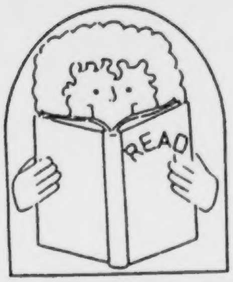
First he threw his flashlight at the coffin. The coffin kept coming toward him.

Next he threw his blue jacket at the coffin. The coffin kept coming toward him.

Finally he threw a full box of cough drops at the coffin.

The coffin stopped.

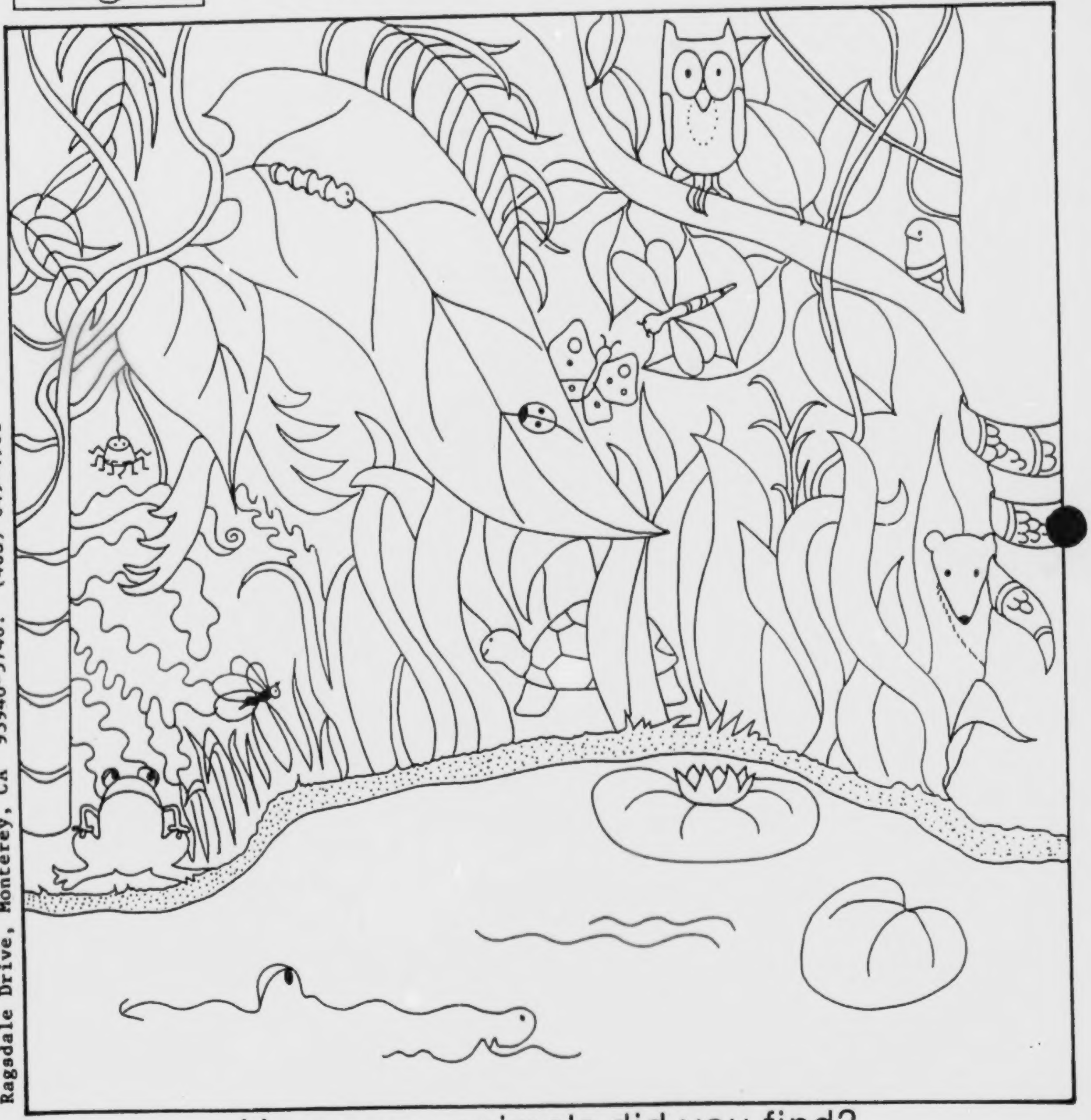
From Celebrations, c. 1985 by Caroline Feller Bauer. Reprinted with permission of the H.W. Wilson Company, New York.



We read ***Liza Lou and the Yeller Belly Swamp***
by Mercer Mayer.

Circle the creatures hiding in the swamp.

The activity on page 42 was reprinted with the permission of Evan-Moor Corp., 18 Lower Ragsdale Drive, Monterey, CA 93940-5746. (408) 649-4901



How many animals did you find?

ladybug
spider
owl
frog
turtle
butterfly
mosquito
opossum
snake
caterpillar
crocodile
dragonfly

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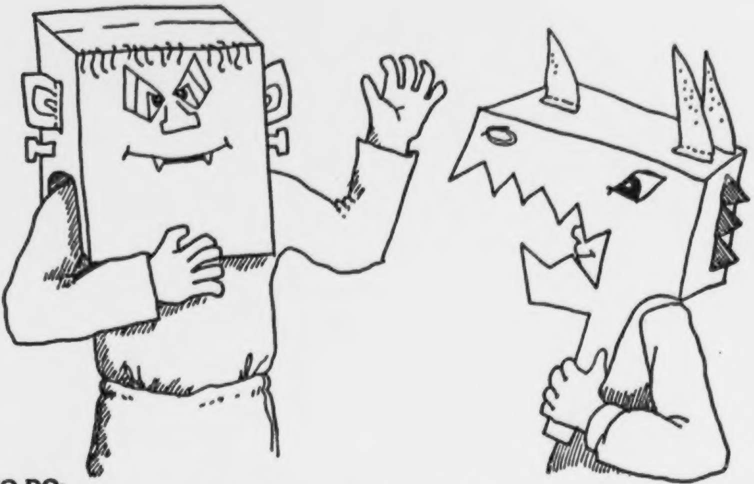
DRAW A FRIEND FOR

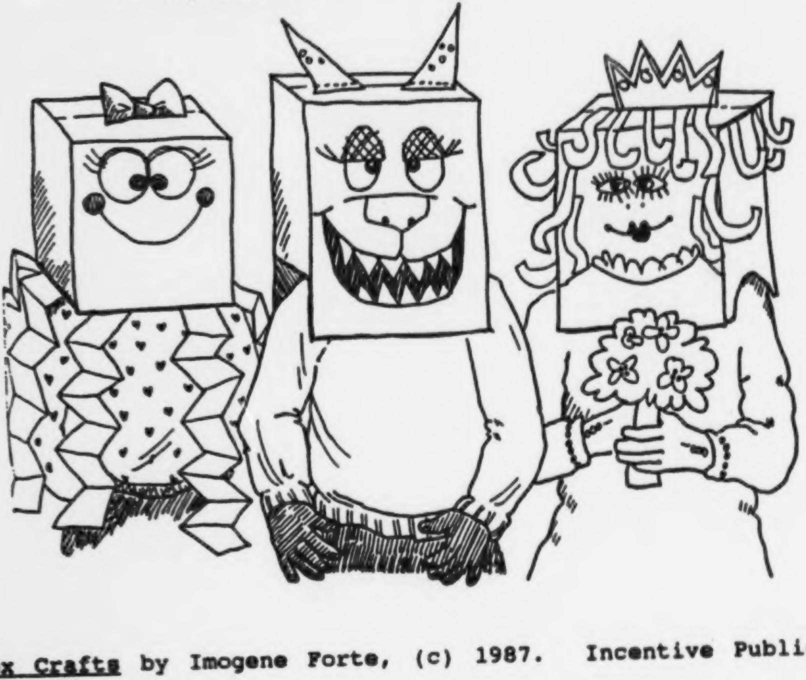
Grins and Giggles...

MONSTER MASKS
and other disguises

WHAT TO USE:
- boxes
- scissors
- tape
- markers
- junk materials



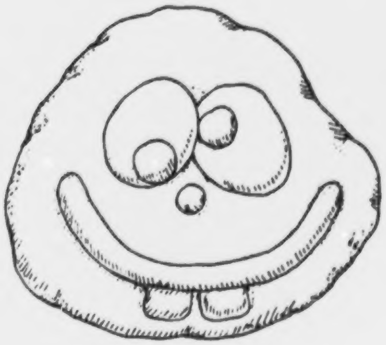
WHAT TO DO:
1. Think about who or what you would like to be
   A dinosaur, a robot, a dragon mean,
   an octopus, a cowboy, or even a queen . . .
   Give your imagination a fling --
   it's only make believe, so you can be anything!
2. Select a box.
3. Cut out spaces to allow you to see and breathe. Use junk materials to "fashion your face ".



From Box Crafts by Imogene Forte, (c) 1987. Incentive Publications, Inc., Nashville, TN.

COOKIE MONSTERS

a monster you can gobble up

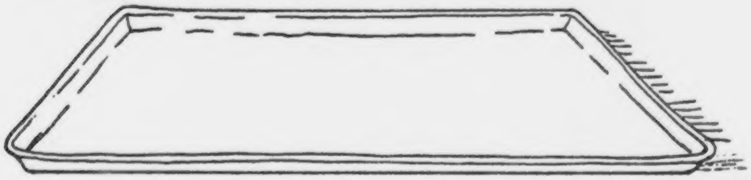


WHAT TO USE:

- large mixing bowl
- measuring cups
- wooden spoon
- measuring spoons
- waxed paper
- clean dish towel
- cookie sheet

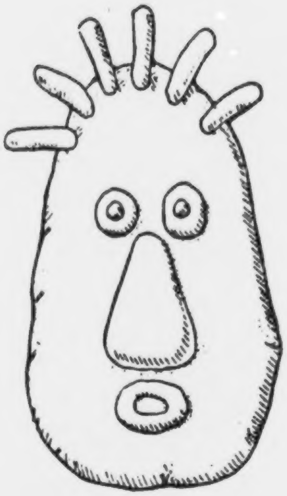
WAXED PAPER

- 1 stick butter, softened
- 1/2 cup powdered sugar
- 1/2 teaspoon lemon flavoring
- 1 1/4 cups flour
- 1/4 teaspoon salt



WHAT TO DO:

1. Put the butter and sugar in the bowl and mix well with the wooden spoon. **2.** Stir in the lemon flavoring. **3.** Measure the flour and salt together and pour onto waxed paper. **4.** Pick up the waxed paper and shake about half the flour/salt mixture into the bowl containing the butter/sugar mixture. Use the wooden spoon to stir well. Shake the rest of the flour/salt mixture into the bowl. Stir until well mixed and smooth. **5.** Cover the bowl with the dish towel and put it in the refrigerator to chill. **6.** After an hour, take the dough out of the refrigerator. **7.** Set the oven for 375 degrees. **8.** Pinch off some dough and roll it around in your hands until it gets soft enough to shape. Mold the dough into playful monsters with fun heads, ears, legs, noses, tails, eyes, and tusks. Let your imagination run wild and see how creative you can be. **9.** Put the cookie monsters on the cookie sheet as you shape them and leave room for them to spread as they bake. **10.** Bake for about 8 to 10 minutes, until golden brown.



From Arts and Crafts From Things Around the House by Imogene Forte, (c) 1983. Incentive Publications, Inc., Nashville, TN

THEME: INSIDE OUT UPSIDE DOWN

AGE RANGE: Elementary - 4-6th

BOOKS:
Pinkwater, Daniel. Attila the Pun.
Hague, Kathleen and Michael. The Man Who Kept House.
Rees, Ennis. Potato Talk.
Blume, Judy. Freckle Juice.
Rockwell, Thomas. How to Eat Fried Worms.

SONGS: "Do your Ears Hang Low?" From Do your Ears Hand Low?

POEMS:
Ickle me, Pickle me, Tickle me, Too by Shel Silverstein, Where the Sidewalk Ends.
"One Inch Tall" by Shel Silverstein, from Where the Sidewalk Ends.

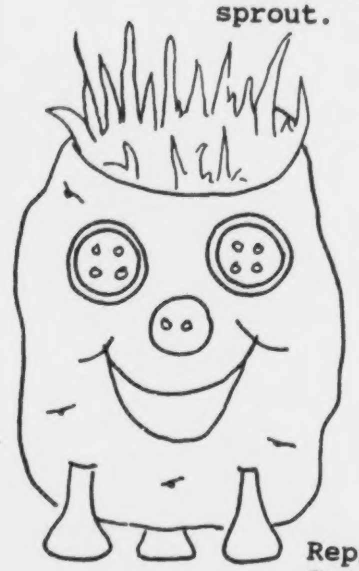
PUPPET SHOW: Case of the Complaining Pizza

FILMS:
Freckle Juice. (Louisiana State Library).
The Ransom of Red Chief. (Louisiana State Library).
Soup and Me. (Louisiana State Library).

ACTIVITY: Jokes, Jokes, Jokes. Tell them - Share them (listen first). For jokes see Acorn, v. XIII, n.3, Jan/Feb 1990.

Wear clothes backwards or inside out.

Potato man: Cut off top of potato; cut out inside about 1 inch deep; sprinkle with grass or bird seed; add golf tees for legs; pin on button eyes; use marker to draw mouth; keep watered, seeds will sprout.



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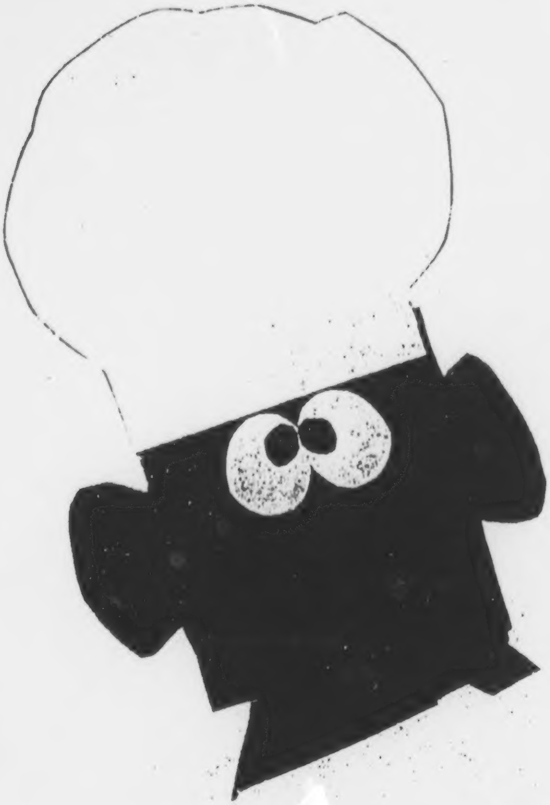

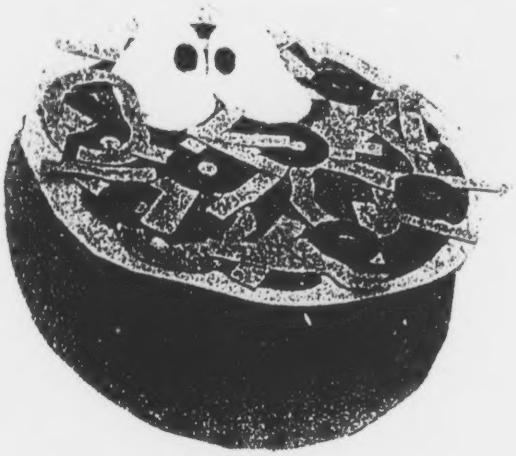

Case of the Complaining Pizza

The cook should rush across the stage carrying one item, then come back across carrying another. He can have a salt shaker, a whisk, a towel, an apron, or a can of tomato sauce. He is quietly humming to himself each time he crosses the stage.

COOK: *(Staggers in carrying the pizza puppet under his arm.)* Boy, this is one big pizza. Now, let me see. Cheese. Yes. Sauce. Yes. Peppers. Yes.

Ernie? *(Cook puppet turns to side of stage and yells offstage.)* What kind of meat did they want? Not sausage? Sardines? Okay.

PIZZA: Sardines? Yuk.

COOK: Egad. Who said that?

PIZZA: Sardines stink. Who would want a pizza with sardines.

COOK: I think I feel faint. A talking pizza?

PIZZA: Normally, no. But about sardines I feel I simply must speak up.

COOK: You must?

PIZZA: Yes. I simple won't tolerate sardines.

COOK: What will you take?

PIZZA: Well, I haven't really been planning anything. But since you ask, I suppose I might like some olives.

COOK: Olives?

PIZZA: Do you always just repeat everything? Yes. Some olives would be lovely. I'll take some imported olives from Italy. Black. Not green. *(Shudders delicately.)* I detest green olives.

COOK: This is ridiculous.

PIZZA: I beg your pardon. There is nothing ridiculous about disliking green olives. Why many people do not care for green olives.

COOK: No, I mean a talking pizza. Who ever heard of a talking pizza? I must be losing my mind.

PIZZA: Your mind certainly has problems if you thought you could throw some sardines on me. But I assure you I am an eloquent speaker.

COOK: I suppose you want Italian sausage?

PIZZA: Not really. I prefer a more mild sausage. Have you got something less spicy?

COOK: Now listen just a minute, here. I'm the cook and I do the deciding.

PIZZA: Well, if you insist. I suppose I can tolerate the Italian sausage. Now let's get down to the important decisions. What type of mushrooms.

COOK: Listen, buddy. I whack a few slices of mushrooms and hit you with some onions. No more comments.

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PIZZA: How indelicate. *(Shudders again.)* Whacking, indeed. Don't you know you should treat mushrooms with respect. Gently. Gently. You slice them thinly.

COOK: You know, I always thought making pizza was a pain. But this is crazy.

PIZZA: Now about those onions. I don't know that I feel like onions. Are they red onions?

COOK: White.

PIZZA: I thought so. I believe I'll pass up the onions.

COOK: He'll pass up the onions!

PIZZA: There you go repeating again.

From Acorn, v. XIII, n.3, Jan/Feb 1990. Bur Oak Press, Inc. Platteville, WI.

COOK: Let's get you into the oven.

PIZZA: I can't wait. I love a good 400° oven. I give off such delicious smells when I am cooked. And the cheese melts into a heavenly mass.

COOK: What a gabber you are! *(Cook picks up the pizza and carries him off stage. After a one minute wait, he carries the pizza back.)*

Uh. Uh. You sure are a big pizza. Heavy, too. People don't appreciate how difficult it is to make pizzas for a living.

PIZZA: Perhaps I should express myself. I do appreciate you, my good man. That oven felt lovely. Just the right temperature.

COOK: Oh, brother!

PIZZA: I believe I am perfection itself. You can put me in the window. I would make a lovely advertisement.

COOK: I'm getting Ernie to come in here and carry you out to the table so they can eat you.

PIZZA: Eat me? Eat me? You must be crazy. How terrible. How awful. Eat me? Why, how could you do it? How could you think it? *(Shudders.)* Why just imagine. Think of it. How terrible. How awful.

COOK: This is getting to me. I can't take the drama. I... I...I...*(he faints.)*

PIZZA: Really. You should be careful where you faint. You might damage my delicate crust. I think I'll just roll back to the oven for a little more heat. *(Pizza rolls offstage.)*

COOK: *(Lifts head.)* This is too much. I quit. I need a vacation. Good-bye.

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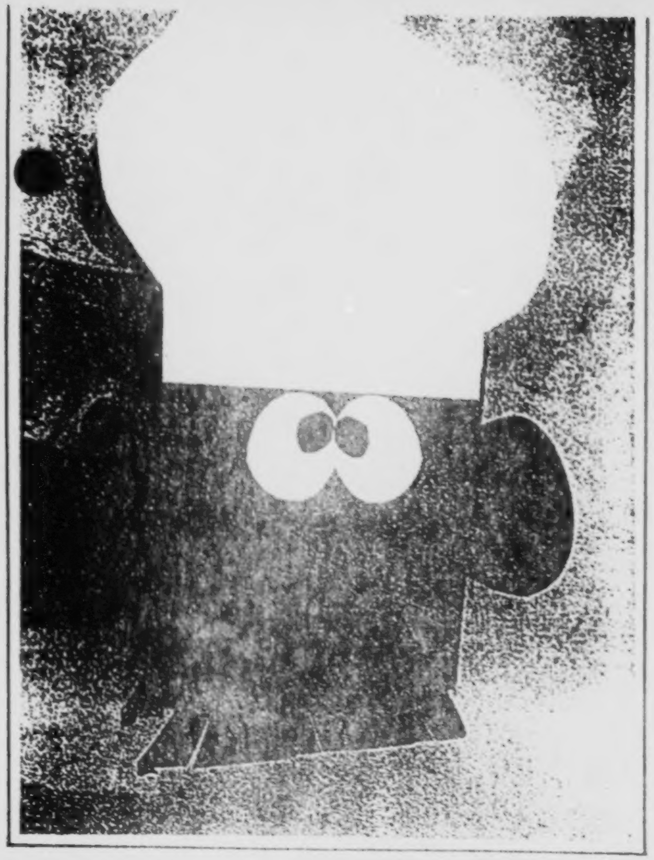

Chef Puppet

Following the step-by-step paper fold directions on pp. 11-12, use 12x18" orange construction paper to make a Chef face.

Using white construction paper, cut out white eyes and a white Chef hat. Fold the brim of the hat up. Using white glue, follow our photograph to glue in place.

Using black construction paper, cut a black mustache and black pupils for the eyes. Glue in place.

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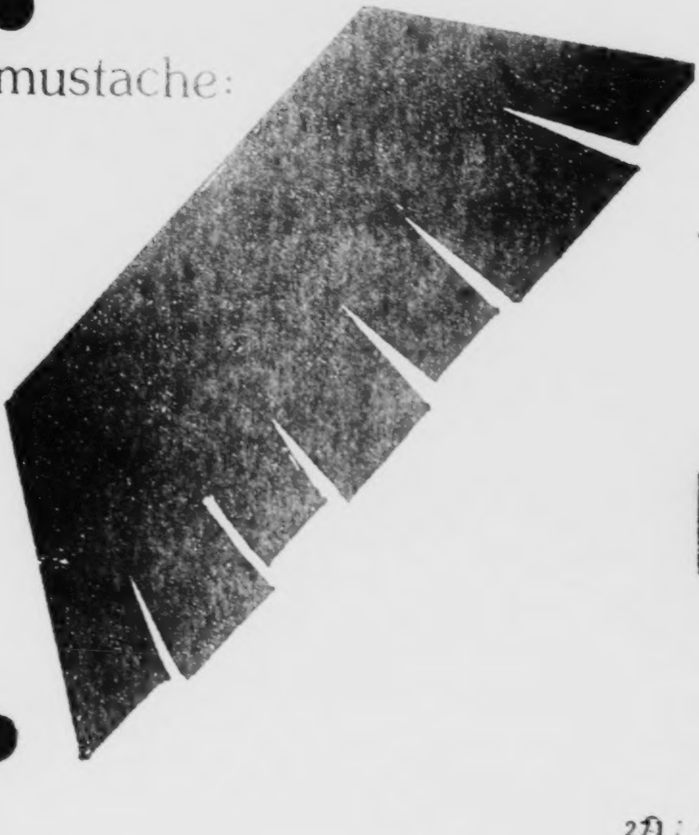
mustache:



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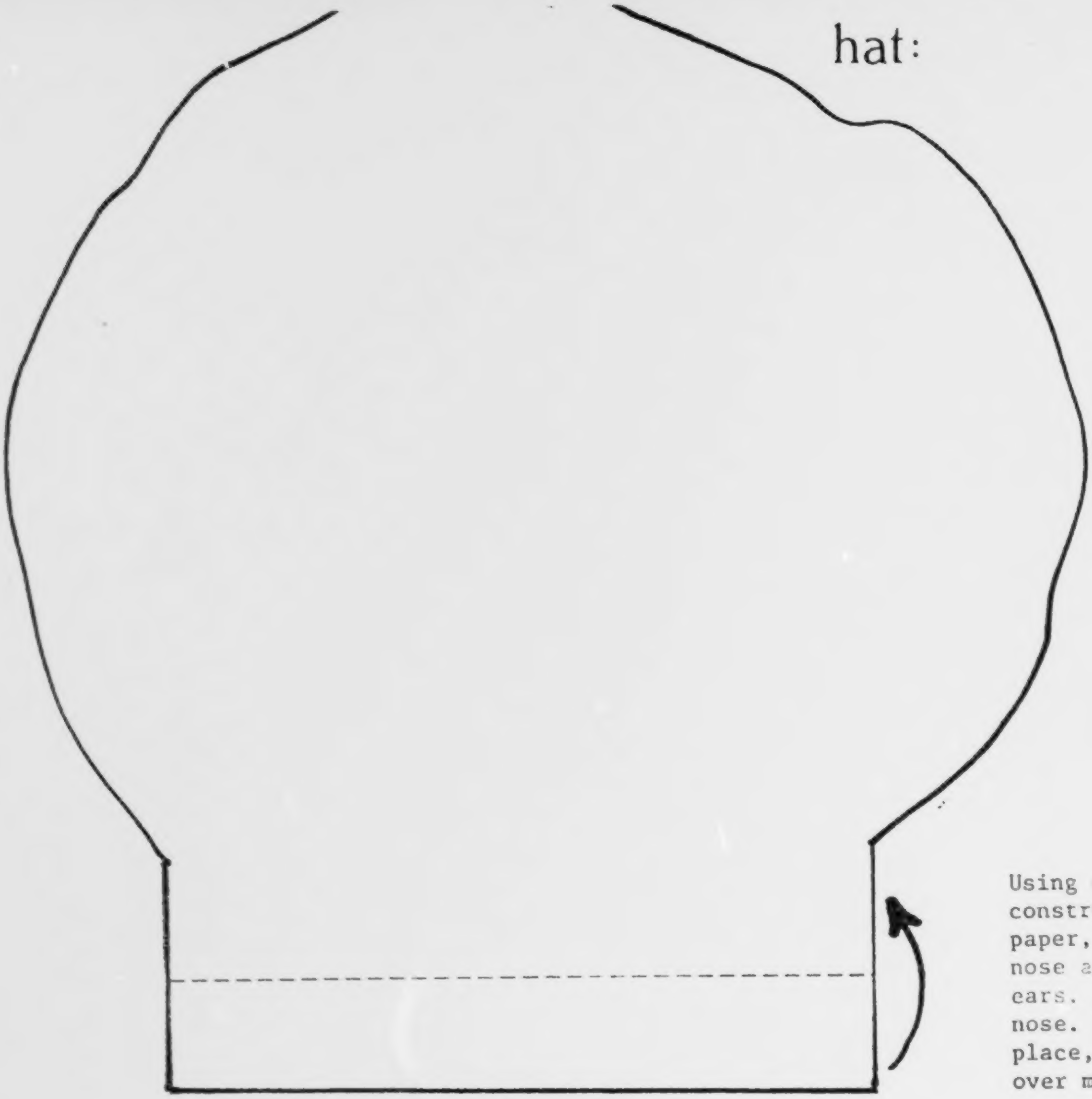
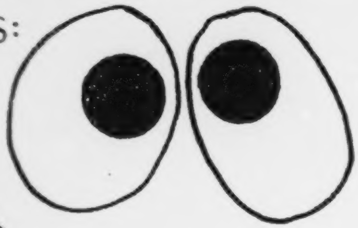
hat:

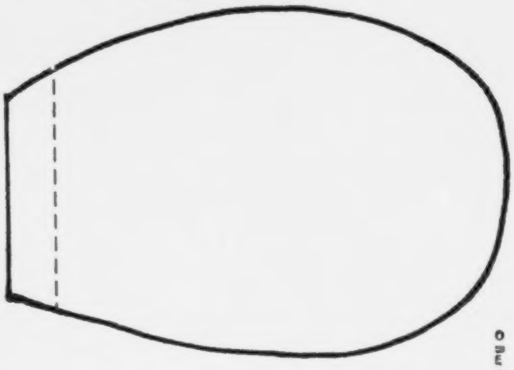


Using orange construction paper, cut a nose and two ears. Fold nose. Glue in place, partially over mustache.

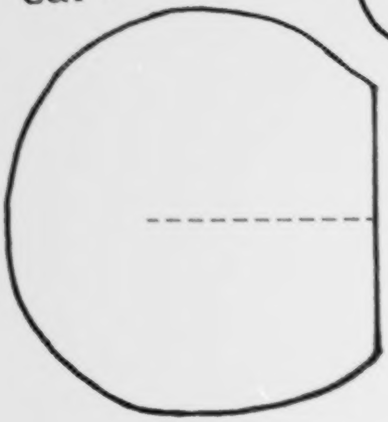
eyes:



nose:



ear:



Slit ears along dash line. Put glue along one edge of this and push together to make ear curve. Slip ears behind head and glue in place.

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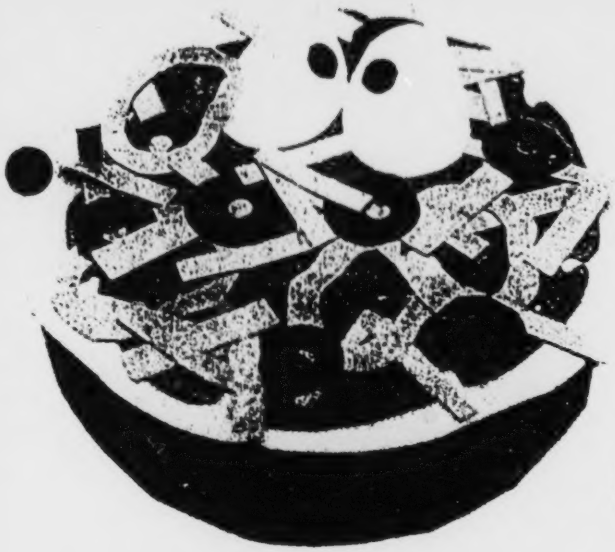
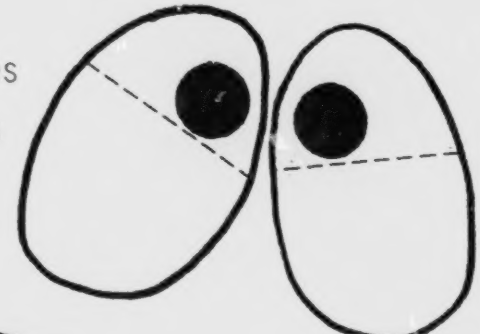


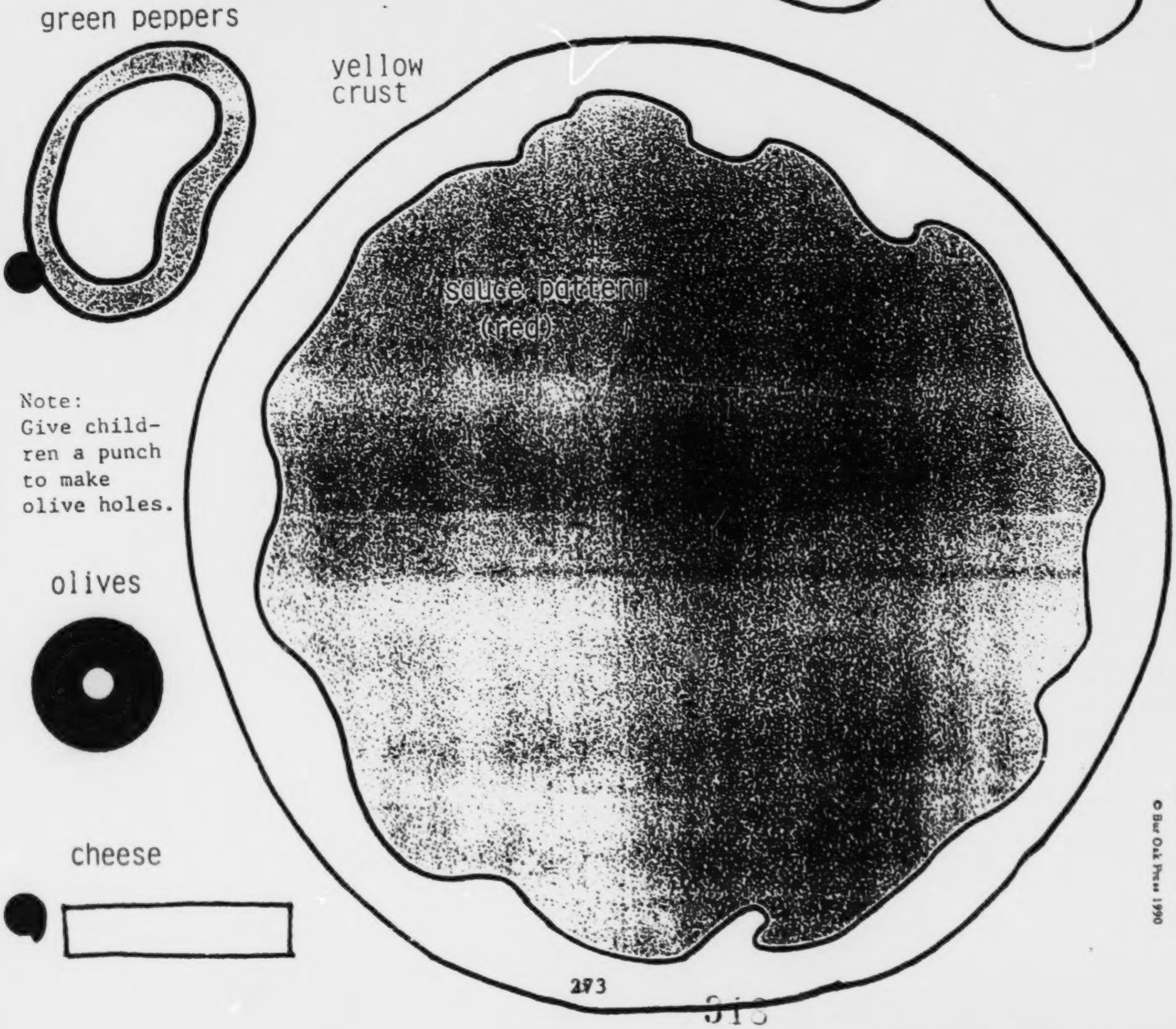
Pizza Puppet

Cut all pieces for pizza from construction paper. Add sausage, mushrooms, pepperoni, etc.

Eyes

Fold eyes and glue only bottoms to pizza.




green peppers
yellow crust
sauce pattern (red)
olives
cheese

Note:
Give children a punch to make olive holes.

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PUPPET KNOW-HOW

1. Use a 12x18" piece of construction paper. This will be the face. (For a pizza, use yellow to make the "crust".)

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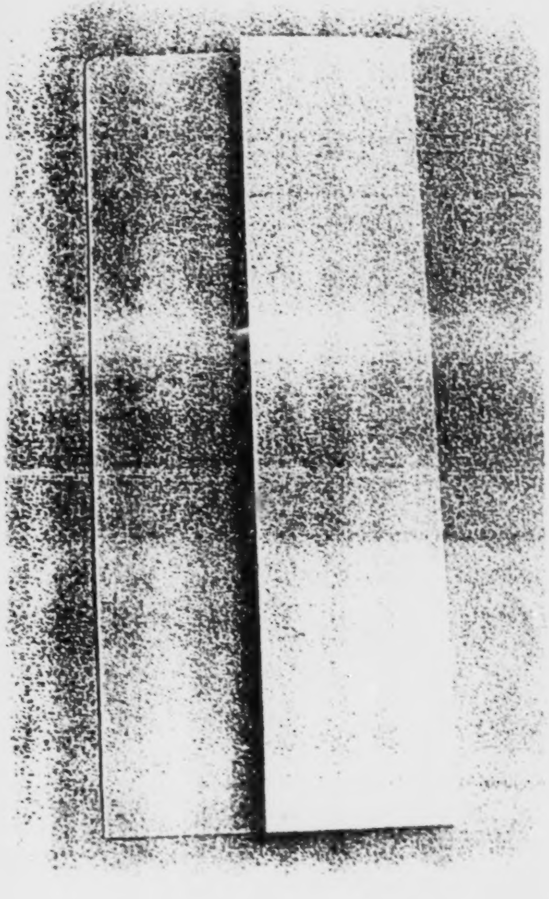
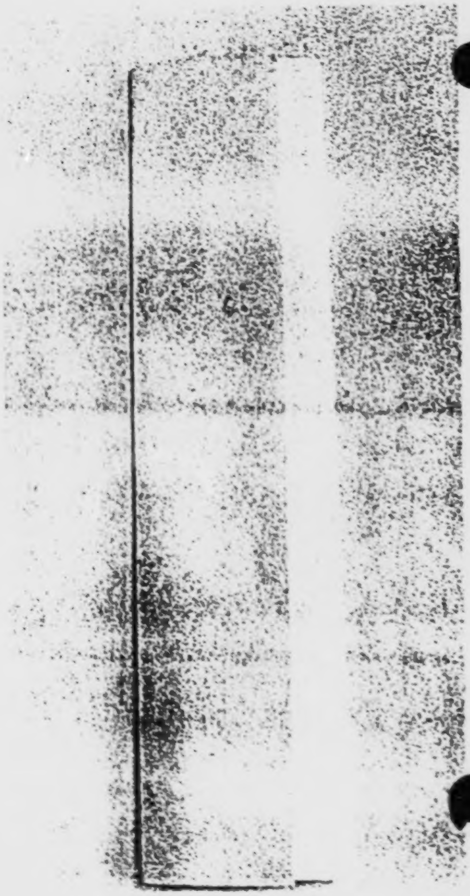


2. Fold the paper about 1/3 of the way, lengthwise.

3. Fold the second flap on top of the first. Your paper is now folded into thirds.



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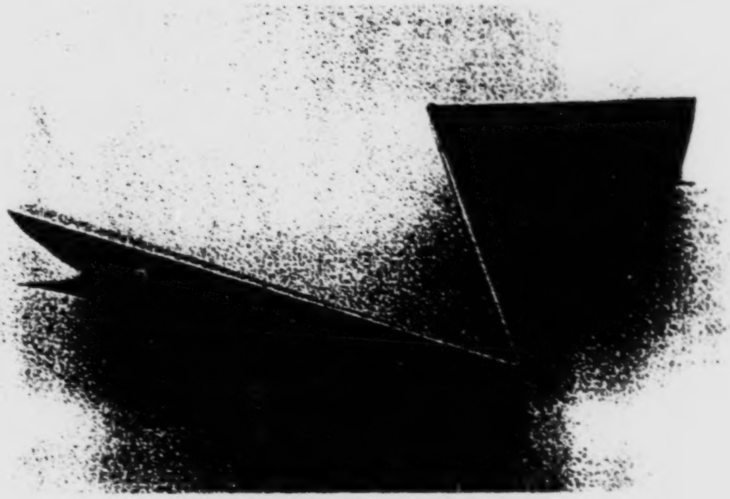
4.

With the smooth side to the inside, fold your paper in half.



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5.

Using just the top flap, fold this flap back up to the top.

6.

Fold the bottom flap down to the bottom. Slip your hand inside your puppet. Your fingers fit in the top folds. Your thumb goes in the bottom.

THEME: TICKLES WITH TALL TALES

AGE RANGE: Elementary - Grades 4 - 6

BOOKS:
Kroll, Steven. Big Jeremy.
Kellogg, Steven. Johnny Appleseed.
Keats, Ezra Jack. John Henry.
Calhoun, Mary. Big Sixteen.
Irving, Washington. Rip Van Winkle.
Other books about:
- Casey Jones
- Mike Fink
- Davy Crockett
- Ichabod Crane

POEMS:
"Paul Bunyan" by Silverstein, Shel. Where the Sidewalk Ends
"Casey at the Bat" by Thayer, Ernest

ACTIVITIES:

Give out name search puzzle sheet. Everyone who finishes receives a sticker. You might need to help younger children.

Sponsor a tall tale story telling festival. (Preview each story - limit 3 to 5 minutes.)

Plant seeds a la Johnny Appleseed.

Dress-up day: Children come dressed as favorite American tall tale. Examples: Johnny Appleseed, Davy Crockett, etc.

Give out apples as treats.

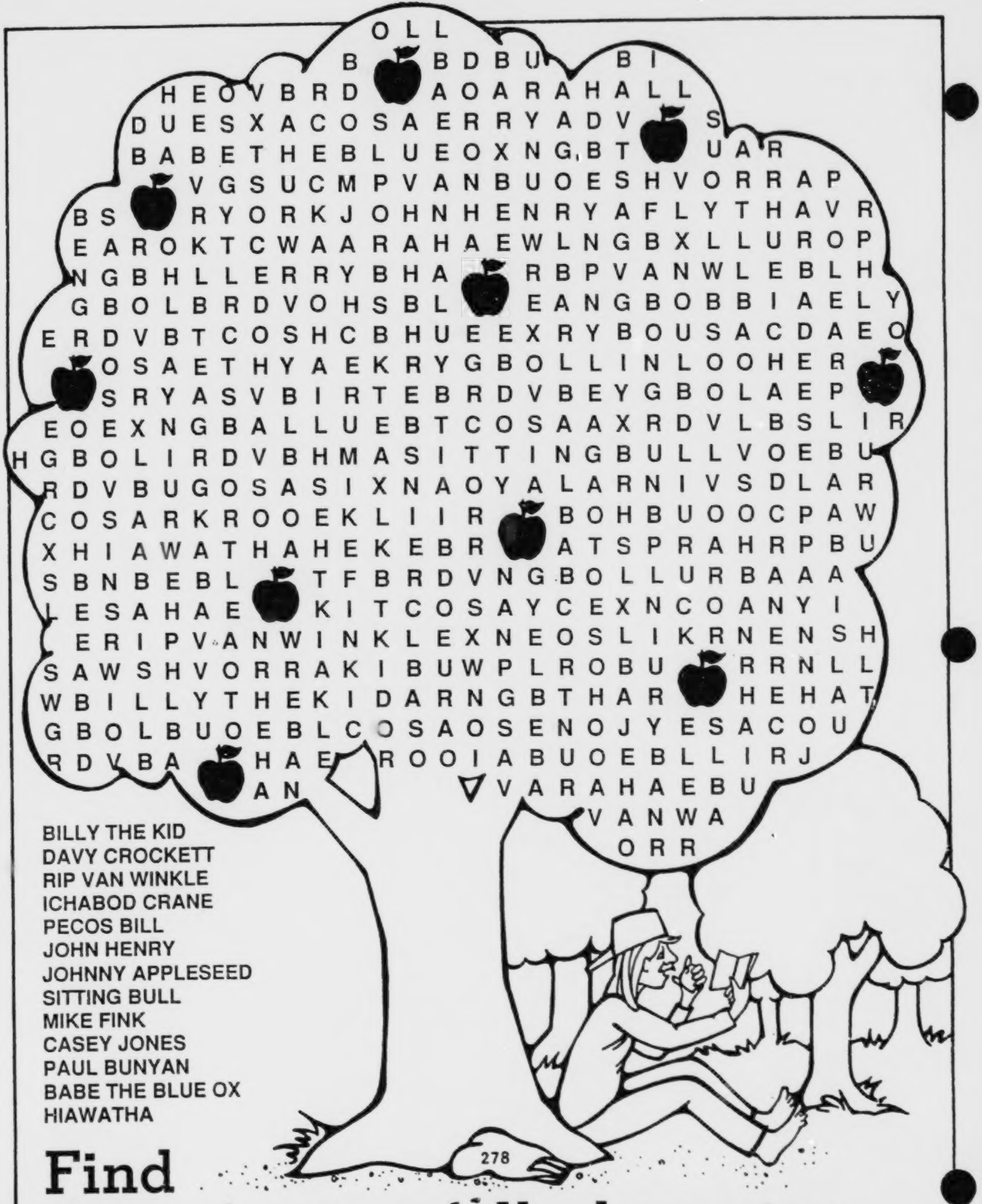
Have rodeo person visit to show how to use a lariat a la Pecos Bill.

HANDOUTS:
Famous Faces color sheets
Secret Slogan puzzle page
Entertain your parents with a tall tale

FILMS:
The Legend of John Henry. (LSL)
Paul Bunyan. (LSL)
Paul Bunyan and the Blue Ox. (LSL)
Paul Bunyan and the Lumber Camp Tales. (LSL)

VIDEOS:
Legend of Sleepy Hollow. (Children's Classic Video)
Pecos Bill. (Children's Classic Video)
Paul Bunyan. (Children's Classic Video)

FILMSTRIP: American Folklore Filmstrips. (Coronet Media)



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B A B E T H E B L U E O X N G B T U A R
V G S U C M P V A N B U O E S H V O R R A P
B S R Y O R K J O H N H E N R Y A F L Y T H A V R
E A R O K T C W A A R A H A E W L N G B X L L U R O P
N G B H L L E R R Y B H A R B P V A N W L E B L H
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R D V B U G O S A S I X N A O Y A L A R N I V S D L A R
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W B I L L Y T H E K I D A R N G B T H A R H E H A T
G B O L B U O E B L C O S A O S E N O J Y E S A C O U
R D V B A H A E R O O I A B U O E B L L I R J
A N V A R A H A E B U
V A N W A
O R R

BILLY THE KID
DAVY CROCKETT
RIP VAN WINKLE
ICHABOD CRANE
PECOS BILL
JOHN HENRY
JOHNNY APPLESEED
SITTING BULL
MIKE FINK
CASEY JONES
PAUL BUNYAN
BABE THE BLUE OX
HIAWATHA

Find these famous folk characters

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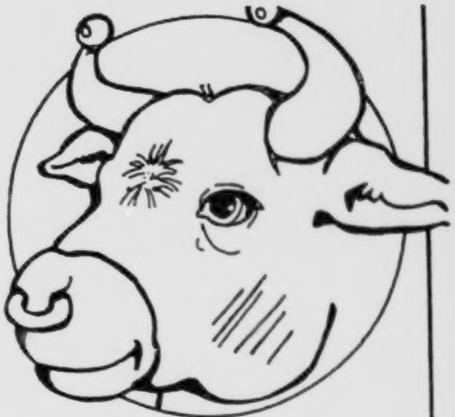
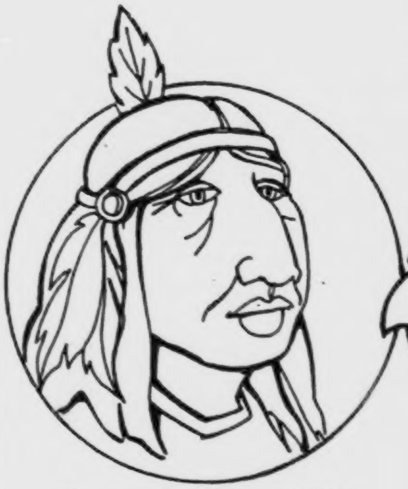
FAMOUS FACES

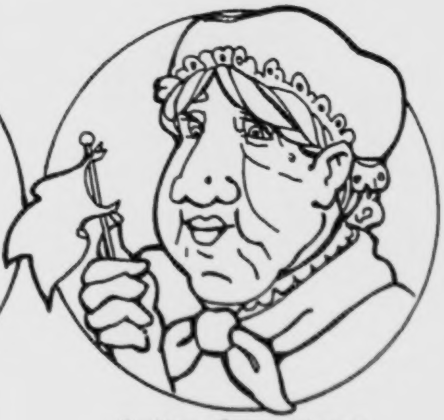
Identify and color these legendary characters.



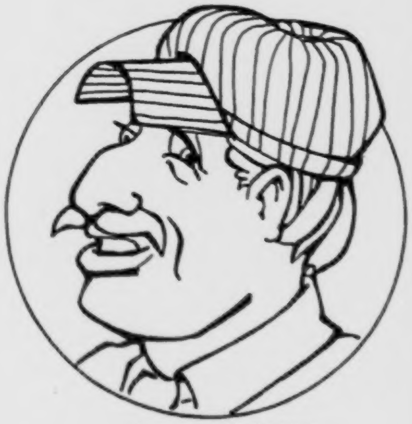
Paul's Companion



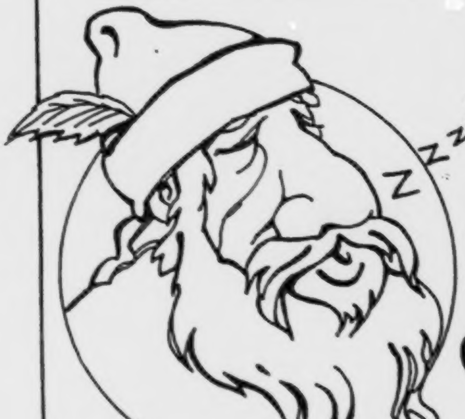
Husband of Minnehaha



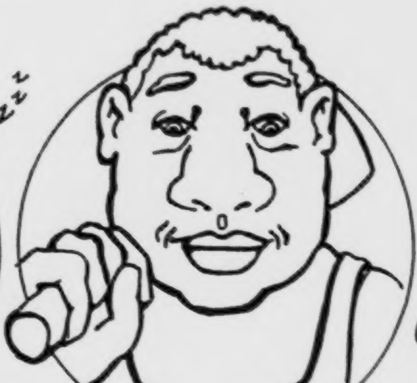
Quite a Seamstress



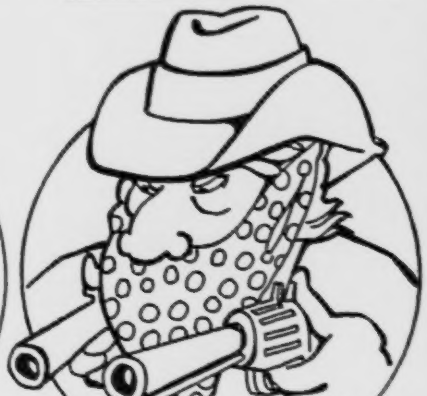
Drove Ole' 382



A real Sleepyhead



A Steel Drivin' Man



This Outlaw never grew up

Answers: Babe, Hiawatha, Betsy Ross, Casey Jones, Rip Van Winkle, John Henry, Billy the Kid

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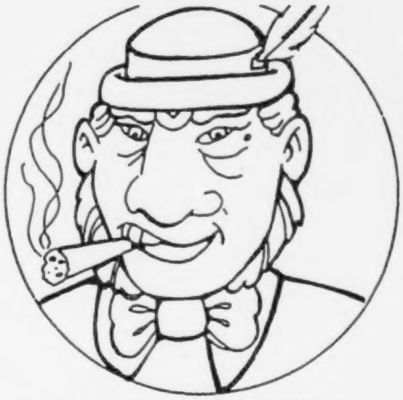
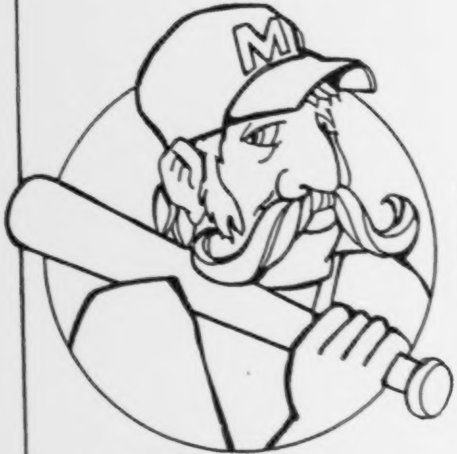
FAMOUS FACES

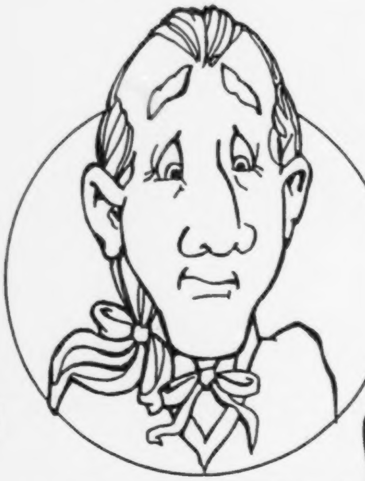
Identify and color these legendary characters.



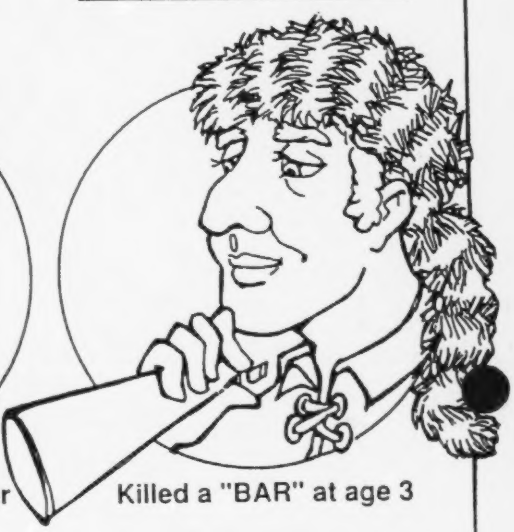
Roughneck Keelboatman



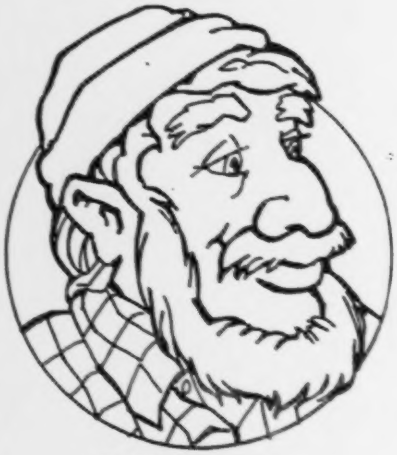
Mudville Slugger



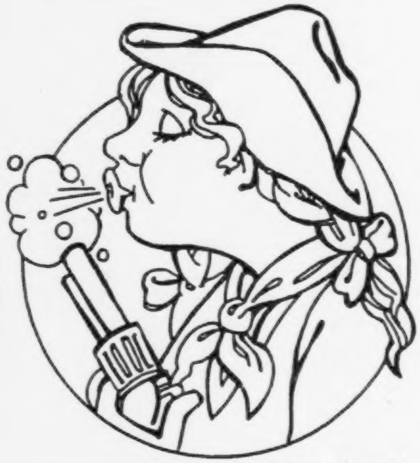
New England Schoolmaster



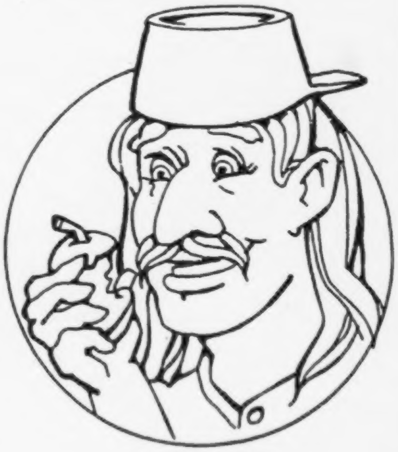
Killed a "BAR" at age 3



Mighty Logger



A Sharp Shootin' Sweetheart



Apple Lover

Answers:
Mike Fink, Casey, Ichabod Crane, Davy Crockett, Paul Bunyan, Annie Oakley, Johnny Appleseed

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P S T L U C W O
R T
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Help Davy track down this "bar."

Write every fifth letter in the spaces below to solve the secret slogan.

_ _ _ _ _   _ _ _ _   _ _ _ _   _ _ _ _ _

Answer: BOOKS TELL TALL TALES

Entertain your parents with a tall tale of your own!

SIXTH GRADE

GIGGLE BOOK
FUN
FUN-FUN
FUN & FUN
JOKES
JOKEY

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THEME: KRAZY KIDS

AGE RANGE: 6th Grade

BOOKS:
Blume, Judy. Just As Long As We're Together.
Byars, Betsy. Bingo Brown and the Language of Love.
Conford, Ellen. Strictly for Laughs.
Patterson, Katherine. The Great Gilly Hopkins.
Rodgers, Mary. Freaky Friday.

POEM: "Tom, A Very Bad-Tempered Child" from There Once was A Book of Limericks by Paul Sawyer.

ACTIVITY: Mind Game

FILMS: My Mother was Never a Kid, Learning Corp. of America. Junior High. (LSL)

RIDDLE: Why did the student have to take a class in singing? Because it was re-choir-ed (required).

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JOKES: From 101 Knock Knock Jokes by Sam Schultz

RECIPE: Krazy Cookies

3/4 cup sweetended condensed milk
1/2 lb. shredded coconut
1/2 tbls. vanilla

Mix together and drop from teaspoon onto a well buttered cookie sheet. Bake at 300 degrees for 10 minutes. Makes about 4 dozen.

TOM WAS A VERY BAD-TEMPERED CHILD

Tom, a very bad-tempered child,
Never had any moments mild.
Teachers he saddened,
Friends he maddened,
And worse, he drove his parents wild.

From There Once Was a Book of Limericks by Paul Sawyer. Copyright © 1978, Raintree Publishers. Reprinted by permission.

MIND READING

Tell your audience you can read minds with no trouble at all. Ask a volunteer to choose any number between 1 and 9, but not to say it out loud. Then give the following list of instructions:
Multiply by 3.
Add 1.
Multiply by 3.
Add the number first thought of.
Tell you the number he now has.
It will be a two-digit number ending in 3. Remove the 3 and you will be left with the number he first thought of. You have read his mind!

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Knock, Knock. Who's there?
Rita. Rita, who?
Rita book and you might learn something.

Knock, Knock. Who's there?
Sawyer. Sawyer, who?
Sawyer lights on, so thought I'd stop by and say hello.

Knock, Knock. Who's there?
Tennis. Tennis, who?
Tennis five plus five.

Knock, Knock. Who's there?
Usher. Usher, who?
Usher would like a piece of chocolate cake!

Knock, Knock. Who's there?
Lion. Lion, who?
Lion only gets me a spanking.

From 101 Knock Knock Jokes by Sam Schultz.

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THEME: MYSTERY MANIA

AGE RANGE: 6th Grade

BOOKS:
Dank, Milton. *The Computer Caper*
Ecke, Wolfgang. *The Case of the Red Gorillas*.
McHargue, Georges. *The Turquoise Toad Mystery*.
Raskin, Ellen. *The Westing Game*.
Roberts, Willo Davis. *The View From the Cherry Tree*.
Zindel, Paul. *The Undertaker's Gone Bananas*.

POEM: "There Once was a Terrible Crime..."

HANDOUTS: Spy Bag (Craft)

FILMS:
From the Mixed Up Files of Mrs. Basil, Phoenix Films. Junior High. (LSL)
James Thurber's the Night the Ghost Got In, Phoenix Films. Junior High. (LSL)

RIDDLE: How do comics like their eggs cooked?
Funny-side-up.

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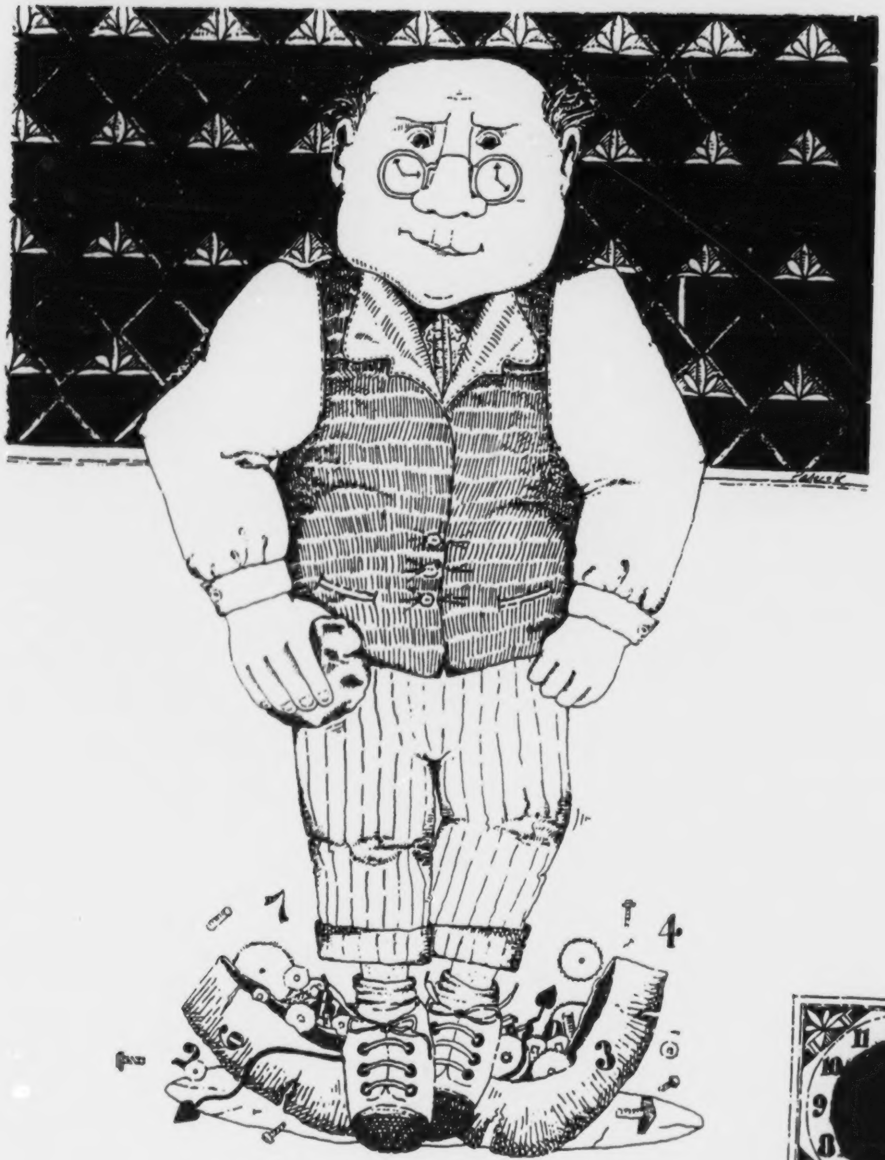
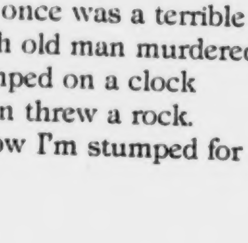
RECIPE: Mystery Mexican Dip

1 large can Frito Bean Dip
1 layer Guacomole Dip
1 8 oz. sour cream
1 jar picante sauce
Chopped onion (regular or green)
1 tomato, chopped
Shredded cheese (cheddar or Montarey Jack)

In a pyrex dish, spread bean dip in the bottom of dish. Then, layer guacomole dip, sour cream, picante sauce, chopped onion and chopped tomato. Top with shredded cheese. Serve cold with plain Dorito Chips.

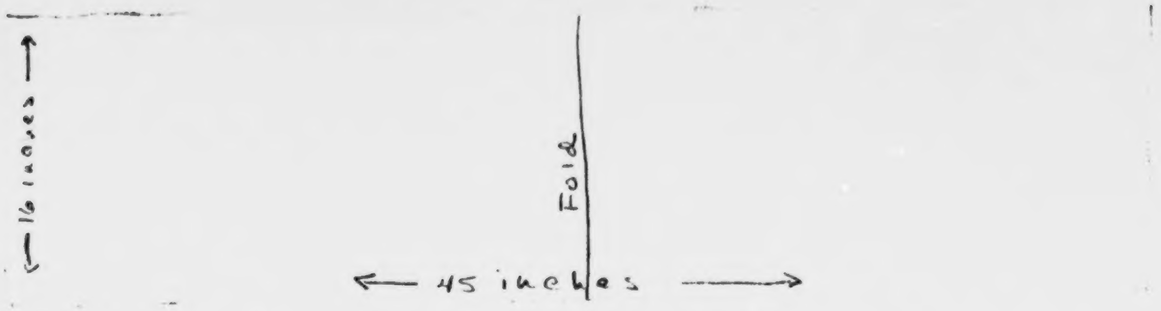


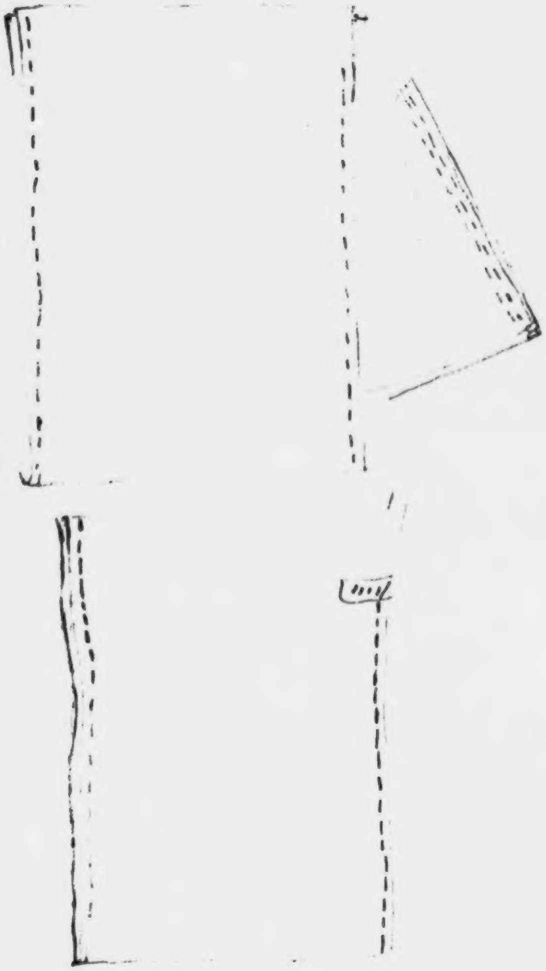


There once was a terrible crime.
A foolish old man murdered time.
He stomped on a clock
And then threw a rock.
Alas! Now I'm stumped for a rhyme.

From There Once Was a Book of Limericks by Paul Sawyer. Copyright © 1978, Raintree Publishers. Reprinted by permission.

SPY BAG





Make a Spy Bag. It will be useful for beach things, overnight things, gym clothes, etc.

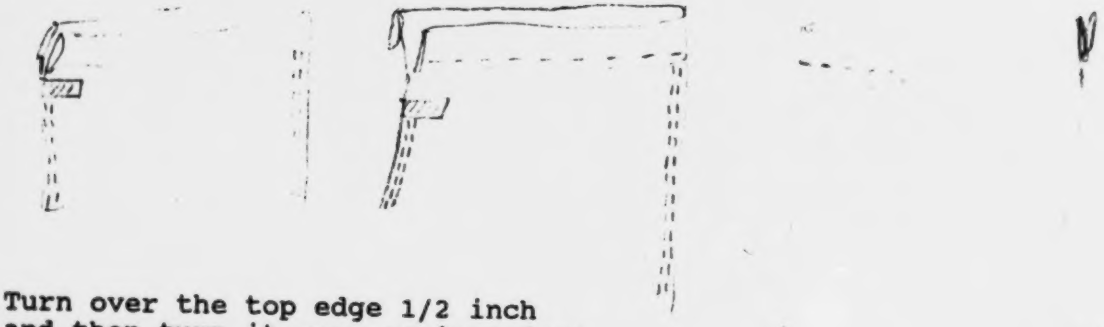
Cut a 16 inch strip of 45 inch cloth such as canvas, nylon, or pack cloth.

Fold it in half crosswise with the right sides together. Baste a 1/2 inch seam down both sides. Stitch the seams on a sewing machine. Be sure to stitch back and forth at the beginning and end of each seam to "lock" it.

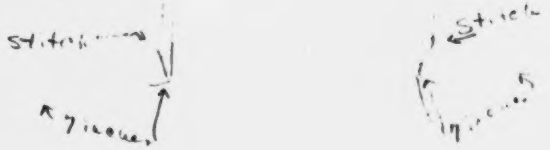
Roll the raw edges of the seams inward about 3/8 inch. Basic all four layers together. Sew them on the baste line with two rows of stitching. This is a hem seam.

Stop stitching the seam on one side 2-1/2 inches from the top. Stitch a 2 inch piece of twill tape where the seam stops.

Adapted from Sewing: Needling, Noodling and Knots. v.18. Children's Press, a Division of Grolier, Inc.



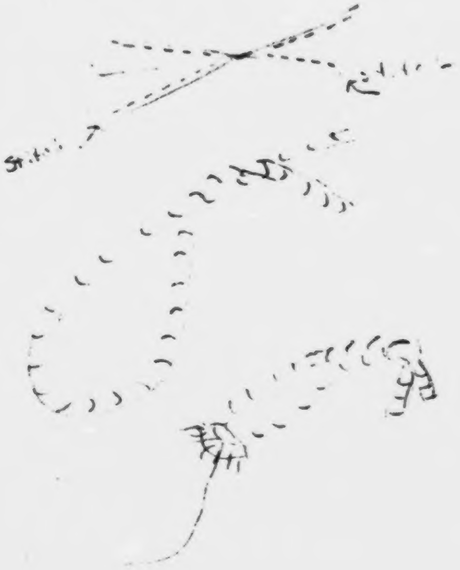
Turn over the top edge 1/2 inch and then turn it over again 1 inch. Baste this down. Stitch it on the baste line. This is the tunnel for the drawstring to close the bag.



Turn the bag right side out. Pull the bottom corners out flat on the sides. Center the seam on the corner. Pin the seam to the bottom cloth. Baste across the corner about 7 inches in on the seam. Do this to both corners. Stitch on the baste line.

Bend these corner flaps toward the center of the bottom of the bag. Baste them in place and the stitch them down with two rows of stitching. This makes an extra strong bottom and gives shape to your Spy Bag.

Run a 36 inch piece of thin, strong rope through the drawstring tunnel. Tie the ends of the rope with an overhand knot.



THEME: SILLY SECRETS

AGE RANGE: 6th Grade

BOOKS:
Bunting, Eve. Janet Hamm Needs a Date.
Conford, Ellen. Seven Days to a Brand-New Me.
Fitzhugh, Louise. Harriet the Spy.
Green, Phyllis. Eating Ice Cream With a Werewolf.
Peck, Richard. Secrets of the Shopping Mall.

POEMS: "I Had a Little Secret" from Beneath a Blue Umbrella.

HANDOUTS:
Secret Scramble
Jillion Word Journal

FILM: The Amazing Cosmic Awareness of Duffy Moon. Time-Life Multi-Media. Junior High (LSL)

RIDDLES: Riddles from Oodles of Riddles by Lori Miller Fox

RECIPE: Silly S'Mores

2 graham cracker squares
1/3 milk chocolate bar
1 large marshmallow

Place 1 graham cracker square on a paper napkin to keep cracker crisp. Top with a chocolate piece and a marshmallow. Microwave on high until marshmallow puffs. (Be careful not to scorch the marshmallow.) Makes one serving.

I HAD A LITTLE SECRET

I had a little secret
that I could not wait to tell,
I whispered it to Willa,
who repeated it to Nell.

Nell had to tell Belinda,
who told Laura and Lenore,
I think my little secret
is no secret anymore.

From Beneath a Blue Umbrella by Jack Prelutsky. Copyright (c) 1990 by Jack Prelutsky. Reprinted by permission of Greenwillow Books, a Division of William Morrow & Co., Inc., New York, NY.

SECRET SCRAMBLE

1. Opposite of sad	YCPRAPS ODO
2. Watched on Saturday mornings	NOSTORAC
3. What a comedian tells	PHAYP
4. Another word for foolish or stupid	NIRG
5. Peanuts is called this	NESSTONFILT
6. A funny cat	NUF
7. Another word for smile	MICOC PTIRS
8. Eats spinach to be strong	SONTSEJ
9. Wylie Coyote can't catch him	ELDIFRAG
10. This family is from the future	KESOJ
11. He lives in Jellystone Park	LISLY
12. This family has a Dinosaur instead of a dog	DOAR ENUNRR
13. It's good to have a sense of this	IOGY AERB
14. Summer Reading Program	YEPEOP
15. Scooby Doo's nephew	MORHU
16. Where riddles are found	GHTEAULR
17. Happy people are there	NFYNU
18. To laugh in a silly manner	SKOBO
19. Rhymes with sunny	EREHT GOSTOES
20. What a comic wants to hear	GELGGI
21. A funny trio	RBILYAR

ANSWERS TO SECRET SCRAMBLE:

1. Happy (PHAYP)
2. Cartoons (NOSTORAC)
3. Jokes (KESOJ)
4. Silly (LISLY)
5. Comic strip (MICOC PTIRS)
6. Garfield (ELDIFRAG)
7. Grin (NIRG)
8. Popeye (YEPEOP)
9. Road Runner (DOAR ENUNRR)
10. Jetsons (SONTSEJ)
11. Yogi Bear (IOGY AERB)
12. Flintstones (NESSTONFILT)
13. Humor (MORHU)
14. Fun (NUF)
15. Scrappy Doo (YCPRAPS ODO)
16. Books (SKOBO)
17. Library (RBILYAR)
18. Giggle (GELGGI)
19. Funny (NFYNU)
20. Laughter (GHTEAULR)
21. Three Stooges (EREHT GOSTOES)

JILLION WORD JOURNAL

Writing in a journal can be fun. You can express your feelings and learn to think creatively.

HINTS:

1. Explore your feelings about family and friends.
2. List your likes and dislikes.
3. Write about people you admire.
4. Give your opinion about world events.
5. List your wishes, dreams, goals.
6. Tell what happened to you today.
7. It's your journal. Be creative!

Materials needed:

loose leaf paper
string or yarn
pencil or pen
construction paper
hole puncher
scissors

Make cover sheet using construction paper. (Suggestions are included.) Punch holes in side. Attach cover sheet and loose leaf paper with yarn.

HAVE FUN!

OODLES OF RIDDLES

What do chess players eat for breakfast?
Pawncakes.

What does a wacky chef use to get the wrinkles out of pancakes?
A waffle iron.

What do you get when you cross a pig and a wildcat?
Sausage lynx.

Where do swimmers sit to eat lunch?
At pool tables.

What do millionaire first-graders eat for lunch?
Peanut butter and jewelry sandwiches.

What do millionaires put butter on?
Bankrolls.

What do X's and O's put butter on?
Tick-tack-toast.

What does Smokey the Bear spread on his toast?
Forest preserves.

What does a slice of toast wear to bed?
Jam-mies.

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THEME: **WACKY WHYMES**

AGE RANGE: 6th Grade

BOOKS:

Brandreth, Gyles. *The Biggest Tongue Twister Book in the World*.
Rosenbloom, Joseph. *Twist These On Your Tongue*.
Russo, Susan. *The Ice Cream Ocean*.
Ciardi, John. *The Man Who Sang the Sillies*.
Prelutsky, Jack. *Toucans Two and Other Poems*.
Smith, William Jay. *Laughing Time*.
Hobern, Mary Ann. *The Raucous Auk: A Menagerie of Poem*.
Kennedy, X.J. *One Winter Night in August and Other Nonsense Jingles*.
Kumin, Maxine. *No One Writes Letters to a Snail*.
Lee, Dennis. *Nicholas Knock and Other People*.

POEM:

There was an old man in a barge
Whose nose was exceedingly large;
But in fishing by night, it supported a light,
Which helped that old man in a barge.

by Edward Lear

FILM: *The Seven Wishes of a Rich Kid*, Learning Corp. of America, Junior High. (LSL)

RIDDLES:

Why did the wacky farmer hire a maid?
To dust his crops.

What did the wacky carpenter do before he went to bed each night?
He made his bed.

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RECIPE: Wacky Waverly Cookies

1/2 cup sugar
1 stick oleo
1 stick butter
waverly wafers
1/2 cup chopped pecans

Mix sugar, oleo, butter, and boil for 2 1/2 minutes. Lay crackers on cookie sheet. Pour sugar mixture over crackers and sprinkle with chopped pecans. Bake at 350 for six minutes. Remove immediately to wax paper to cool. Makes 75 - 100 cookies.

YOUNG ADULT

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THEME: BASEBALL BRAINSPILL

AGE: Junior High/Young Adult

BOOKS: Any titles in your library about famous baseball players.

Clark, Steve. Complete Book of Baseball Cards.
Cohen, Barbara. Thank You,Jackie Robinson.
Fisher, Leonard Everett. A Novel About Baseball, ESP and Time Warps.
Liss, Howard. More Strange But True Baseball Stories.
Ritter, Lawrence S. The Story of Baseball.

BALLAD: Thayer, Ernest Lawrence. Casey At The Bat; A Ballad of The Republic Sung In The Year of 1888.

ACTIVITIES:
Baseball Card Exchange
Baseball Riddles
Baseball Trivia Game

VIDEOS:
Rookie of the Year. ABC Afterschool Specials. 47 mins.
Eight Men Out. Orion. 121 mins. (Show in two parts.)

TREATS: No-Cook Baseball Cookies

CASEY AT THE BAT

by Ernest Lawrence Thayer

The outlook wasn't brilliant for the Mudville nine that day;
The score stood four to two with but one inning more to play.
And then, when Cooney died at first, and Barrows did the same,
A sickly silence fell upon the patrons of the game.

A straggling few got up to go in deep despair. The rest
Clung to that hope which springs eternal in the human breast;
They thought, if only Casey could but get a whack at that
We'd put up even money now, with Casey at the bat.

But Flynn preceded Casey, as did also Jimmy Blake,
And the former was a lulu and the latter was a cake;
So upon the stricken multitude grim melancholy sat,
For there seemed but little chance of Casey's getting to the bat.

But Flynn let drive a single, to the wonderment of all,
And Blake, the much despised, tore the cover off the ball;
And when the dust had lifted, and men saw what had occurred,
There was Jimmy safe at second, and Flynn a-hugging third.

Then from five thousand throats and more there rose a lusty yell;
It rumbled through the valley, it rattled in the dell;
It knocked upon the mountain and recoiled upon the flat,
For Casey, mighty Casey, was advancing to the bat.

There was ease in Casey's manner as he stepped into his place;
There was pride in Casey's bearing and a smile on Casey's face.
And when, responding to the cheers, he lightly doffed his hat,
No stranger in the crowd could doubt 'twas Casey at the bat.

Ten thousand eyes were on him as he rubbed his hands with dirt,
Five thousand tongues applauded when he wiped them on his shirt;
Then while the writhing pitcher ground the ball into his hip,
Defiance gleamed from Casey's eye, a sneer curled Casey's lip.

And now the leather-covered sphere came hurtling through the air,
And Casey stood a-watching it in haughty grandeur there.
Close by the sturdy batsman the ball unheeded sped;
"That ain't my style," said Casey. "Strike one," the umpire said.

From the benches, black with people, there went up a muffled roar,
Like the beating of the storm waves on a stern and distant shore.
"Kill him! Kill the umpire!" shouted someone on the stand;
And it's likely they'd have killed him had not Casey raised his hand.

With a smile of Christian charity great Casey's visage shone;
He stilled the rising tumult, he bade the game go on.
He signaled to the pitcher, and once more the spheroid flew;
But Casey still ignored it, and the umpire said, "Strike two."

"Fraud!" cried the maddened thousands, and echo answered "Fraud!"
But one scornful look from Casey and the audience was awed;
They saw his face grown stern and cold, they saw his muscles strain,
And they knew that Casey wouldn't let that ball go by again.

The sneer is gone from Casey's lips, his teeth are clenched in hate,
He pounds with cruel violence his bat upon the plate;
And now the pitcher holds the ball, and now he lets it go,
And now the air is shattered by the force of Casey's blow.

Oh, somewhere in this favored land the sun is shining bright,
The band is playing somewhere, and somewhere hearts are light;
And somewhere man are laughing, and somewhere children shout,
But there is no joy in Mudville--mighty Casey has struck out.

BASEBALL CARD EXCHANGE

Have students bring their collections including cards they would be willing to exchange. Set up enough tables for each to display. If you know an avid fan with an extensive collection, invite him to be your guest exhibitor. (Be sure to explain to students that he will probably not be trading any of his.)

BASEBALL RIDDLES
by Joseph Rosenbloom

What animals do you find at every baseball game?
BATS.

What insect is found on the grass in ball parks?
A GROUND FLY.

Why was the baseball player arrested?
HE STOLE BASES.

Why was the baseball player taken along on the camping trip?
THEY NEEDED SOMEONE TO PITCH THE TENT.

Where do catchers eat their meals?
ON HOME PLATES.

Why is the ball park the coolest place in warm weather?
THERE ARE FANS IN THE STANDS.

Let the students make more riddles of their own.

BASEBALL TRIVIA

PART A. This can be played like "Jeopardy" on TV or group can be divided into two teams. Add point value to each correct answer. The team or individual with the most total points wins.

PART B. For the answer missed by both teams, have them find the correct answer using the reference books in your library. First team to finish wins first place in PART B.

A pitch at which the batter does not swing and which the umpire rules did not cross home plate in the strike zone (usually between the batter's armpits and the top of his knees). BALL

A pitch thrown at a hitter's head. BEAN BALL

A player who seldom plays in a game. BENCH WARMER

When the batter taps the ball with his bat instead of swinging at it. BUNT

A slow pitch, also known as "letup". CHANGE-UP

The fourth batter position in the lineup. CLEANUP

A hitter who bats well when it counts. CLUTCH HITTER

When two runners are put out on one play. DOUBLE PLAY

A situation in which a base runner must attempt to reach the next base. In this situation, the fielder has only to touch the base for the runner to be out. FORCE PLAY

Three balls and two strikes on the batter. FULL COUNT

A bases-loaded homerun. GRAND SLAM

A play in which the runner on first base breaks for second base the moment the ball is pitched while the batter then tries to hit the pitch into the "hole" between first and second base. HIT AND RUN

A curve ball. HOOK

A runner who beats out many hits because of good running speed. LEG HITTER

A high fly ball within or just beyond the infield. POP FLY

Making a dumb mistake. PULLING A ROCK

A first-year player. ROOKIE

BASEBALL TRIVIA-continued

When a player advances around the bases and touches home plate without being put out. RUN

A run that scores as a direct result of offensive action (a base hit, base on balls, sacrifice fly, etc.) by the batter. RBI (RUN BATTED IN)

No runs scored, a blank job. SHUTOUT

When there is no hit but a base runner advances safely by running to the next base before he is thrown out. STEAL

Any pitch that the batter swings at but misses or any pitch not swung at that the umpire rules crossed the plate in the strike zone. STRIKE

Three strikes. STRIKE OUT

Batter automatically goes to first base after pitcher throws four "balls" to him. WALK

A pitch thrown past the catcher that permits a base runner to advance. WILD PITCH

A good batter. WOODMAN

NO-COOK BASEBALL COOKIES

You need:
1/2 cup wheat germ
1 1/2 cups peanut butter
1 1/2 cups honey
3 cups dried milk
3/4 cup graham cracker crumbs

How to: Mix all ingredients together. Form into balls about size of large marbles. Roll in confectioner's sugar.

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THEME: FRACTURED FAIRY TALES

AGE: Junior High/YA

BOOKS:
Cole, Babette. *Prince Cinders*.
Cole, Babette. *Princess Smartpants*.
Myers, Bernice. *Sidney Rella and The Glass Sneaker*.
Scieszka, Jan. *The True Story of the Three Little Pigs*.
Waddell, Martin. *The Tough Princess*.
Yolen, Jane. *Sleeping Ugly*.
Scieszka, Jan. *The Frog Prince Continues*.

ACTIVITY:
Fairy Tales Droodles.
Writing Contest

DISPLAY:
For check-out, display titles by:
Carroll, Lewis
Pyle, Howard
Stevenson, Robert Louis
Twain, Mark

SNACKS:
Soup (Just the right temperature)
Apples

FAIRY TALE DROODLES OR WIN, LOSE, OR DRAW

This program will present better if treated as a read aloud program by the librarian.

After reading the fractured fairy tales to students, give each a sheet of drawing paper and ask them to draw a droodle depicting another fairy tale. After all are finished, let each student, one at a time, show his to the group to identify.

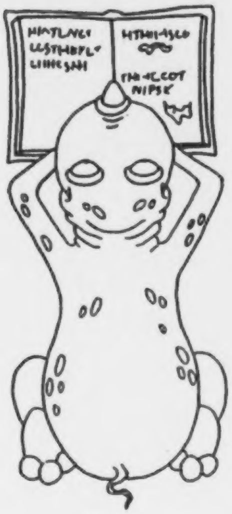
Example: Bowl of porridge for "Goldilocks And The Three Bears."

You may prefer TV's "Win, Lose, or Draw." Write title of fairy tales on individual cards. Divide group into two teams. Using a standing chalkboard or flip chart and markers, let each take a turn drawing for his team, alternating teams after each drawing. Give the same value amount to each and the team with the most points wins after each mamber of each team has had a turn drawing.

WRITING CONTEST

Have students choose a fairy tale to rewrite their own versions and some to reillustrate. At another session let each student read his fractured tale to the group. Assign a panel of judges from your staff to judge the best funniest, most creative. Award prizes for first and second place winners, or make ribbons or certificates for awards.

NONGRADED



BEST COPY AVAILABLE

THEME: GONE FISHING

AGE: All Ages

BOOKS:

Primary:
- Asch, Frank. Just Like Daddy.
- Bahrang, Samuel. The Little Black Fish.
- Elkin, Benjamin. Six Foolish Fishermen.
- Gray, Catherine. Tammy and the Gigantic Fish.
- Hall, Katy. Fishy Riddles.
- Lionni, Leo. Fish is Fish.
- Lionni, Leo. Swimmy.
- Suess, Dr. McElligot's Pool.

Middle:
- Benchley, Nathanial. Kilroy and the Gull.
- Cohen, Barbara. The Carp in the Bathtub.
- Turnage, Shelia. Trout the Magnificent.
- Zim, Herbert S. Fishes: A Guide to Fresh and Salt-Water Species.

Middle & Upper Grades:
- Annixter, Paul. "Flounder, Flounder in the Sea", in Full Forty Fathoms.
- Arnosky, Jim. Freshwater Fish and Fishing.
- Beard, Henry. Fishing: An Angler's Dictionary.
- George, Jean C. Hook a Fish, Catch a Mountain.
- Thiele, Colin. Blue Fin.

All Ages:
- Domanska, Janina. If All the Seas Were One Sea.
- Goffstein, M.B. Fish for Supper.
- Grimm, Brothers. The Fisherman and His Wife.
- Potter, Beatrix. The Tale of Jeremy Fisher.
- Thorne, Jenny. My Uncle.

FINGERPLAYS: "Five Little Fishes"

ACTIVITIES AND CRAFTS:

Make a Giant Fish
Make a Poster Board Fish
Tissue Paper Fish
Whopper Contest
Mark Up a Carp
Fishing for Fun

POEMS:	"The Hen and the Carp" "A City Pet" "Fish Story" "Goin' Fishin'"
HANDOUTS:	Mark Up A Carp Fishing for Fun Mermaid coloring page Fish coloring page
FILM/ VIDEO:	The Little Mermaid. (LSL)
GAMES:	Go Fish Fishing for a Book Fishing Race Sardines
RIDDLES:	How Many Fish Can You Catch? Jokes and Riddles

Five Little Fishes

Five Little fishes swimming in a pool--
This one said, "The pool is cool."
This one said, "The pool is deep."
This one said, "I'd like to sleep."
This one said, "I'll float and dip."
This one said, "I see a ship."
The fishing boat comes.
The line goes splash.
All the little fishes away in a flash!

"Five Little Fishes" is reprinted form Mitt Magic by Lynda Roberts. Available from Gryphon House, P.O. Box 275, Mt. Rainier, MD 20712. 1-800-638-0928 $9.95 plus $1.50 for shipping.

Make a Giant Fish

Make a giant fish to fly from the ceiling of the classroom or library.

YOU NEED:	brown wrapping paper newspaper poster paints stapler string
HOW TO:	Draw a fish outline on wrapping paper, the bigger the better (three feet by two feet.) Cut out two identical fish. Decorate fish with poster paint. Staple fish together leaving a wide opening to stuff with crumpled newspaper. Close opening with staples.
USE:	Use string to hang from ceiling to create the illusion of fish swimming overhead.

Poster Board Fish

Make fishes from poster board and use them to decorate the area for storyhour. The fishes can be placed on the bulletin boards and the walls. Attach strings to the fishes and hand them from the ceiling. Poster board fishes can also be used as bookmarks for the students.

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Tissue Paper Fish

This fish can be used for a poissons de'Avril celebration.

YOU NEED: tissue paper
scissors
glue
scotch tape

HOW TO: Let the children design their own fish and cut them free hand from tissue paper. Explain that tissue paper must be handled with care but that it is light and will usually cling to clothes without falling off, or use scotch tape to stick the fish to people's backs.

Let the children try to stick their fish on each other, teachers and administrator without their knowledge. (Be sure to advise your colleagues about this celebration beforehand.)

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WHOPPER CONTEST

Begin by explaining that a whopper, in addition to being a hamburger, is an very exaggerated story similar to tall tales and a fisherman's "the one that got away..." stories. For the contest, divide students into groups of 3 or 4, depending on number in class. Give each group a starting sentence such as: "This morning as I was walking to school the sky opened up and it begin to rain red frogs." Tell children that the question to ask themselves to get the whopper going is, "Then what happened? Have one group member write the whopper down, and or more read/tell it. Give prizes to all participants. Enlist the help of a local storyteller to tell stories or be a judge.

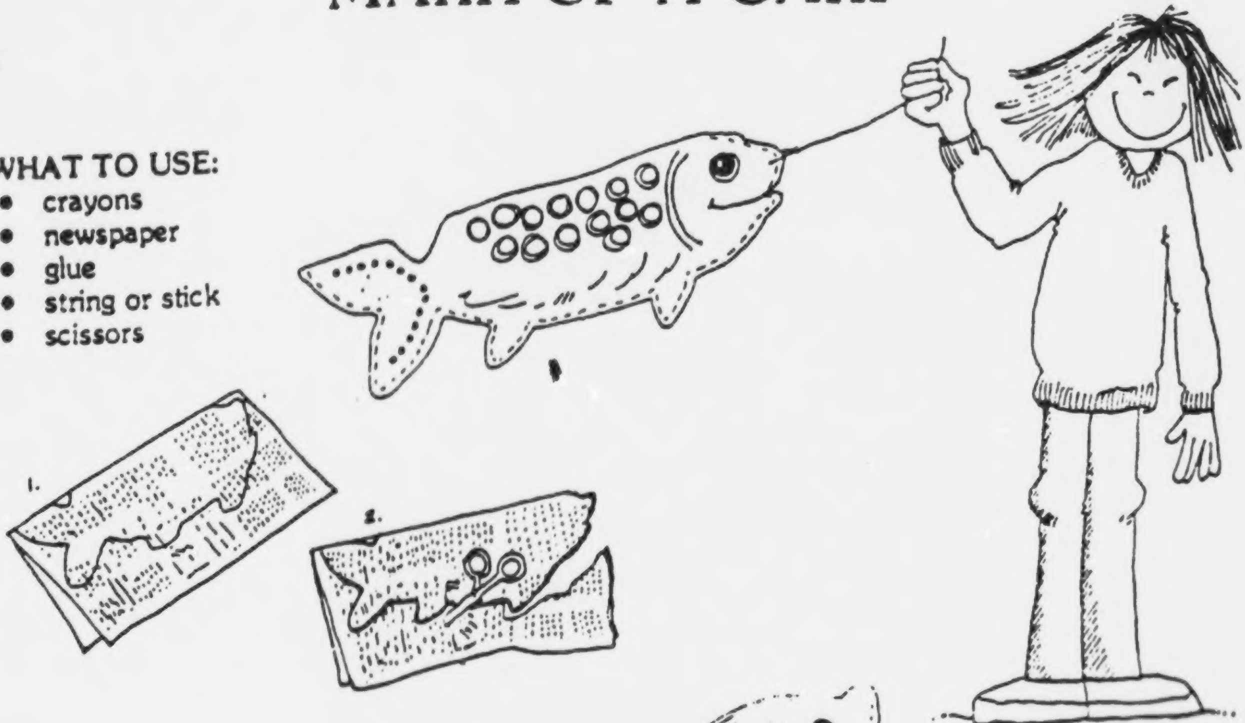
Note: If group is small or if students are non-writers, let them complete as individuals in impromptu manner.

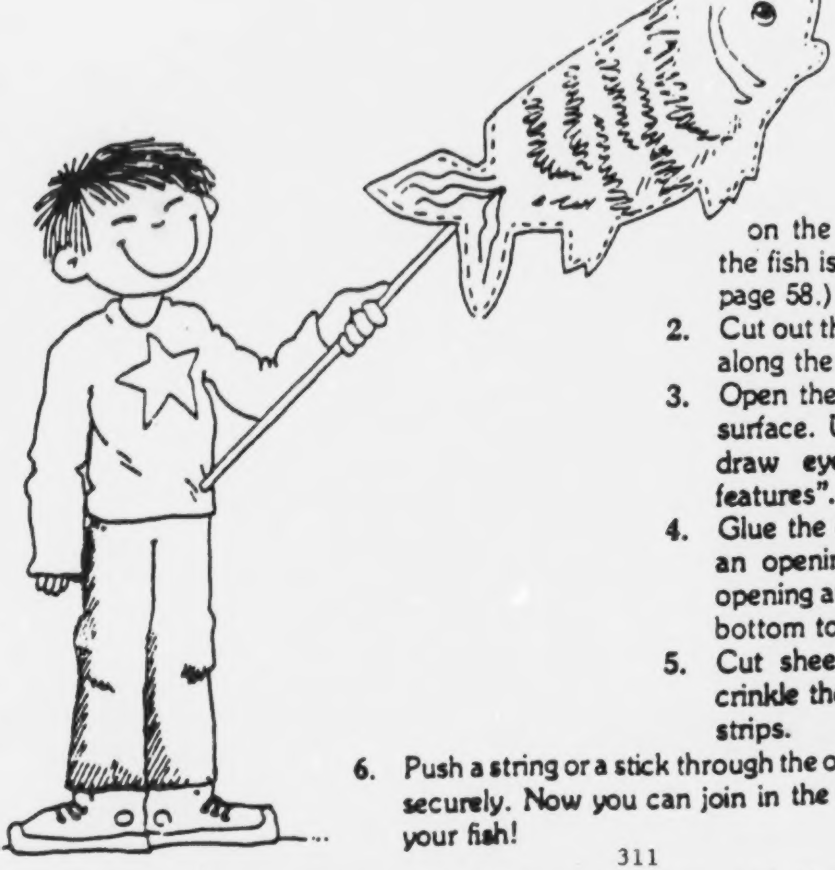
Greene, Grace W. Library Laugh In: 1991 Summer Reading Program. Vermont Department of Libraries. Permission granted.

MARK UP A CARP

WHAT TO USE:

- crayons
- newspaper
- glue
- string or stick
- scissors



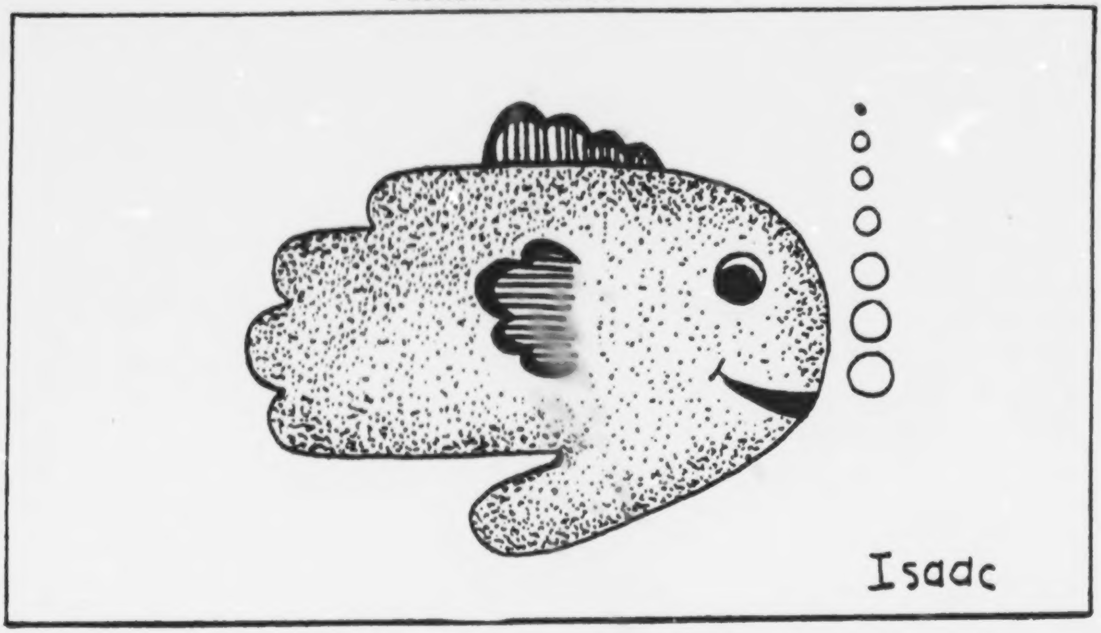


WHAT TO DO:

1. Fold a sheet of newspaper in half, lengthwise. Draw a fish outline on the folded paper so that the back of the fish is on the fold. (See the example on page 58.)
2. Cut out the fish, being very careful not to cut along the fold.
3. Open the two-sided fish and lay it on a flat surface. Use different colors of crayons to draw eyes, gills, fins, and other "fish features".
4. Glue the edges of the fish together, leaving an opening for the "stuffing". (Leave the opening at the top to hang your fish or at the bottom to wave your fish.)
5. Cut sheets of newspaper into strips and crinkle them. Stuff the fish with the crinkled strips.
6. Push a string or a stick through the opening and then staple the opening securely. Now you can join in the celebration by waving or hanging your fish!

From Crayons and Markers by Imogene Forte, IP# 94-3, © 1985 by Incentive Publications, Inc., Nashville, TN, 37215. Used by permission.

FISHING FOR FUN



MATERIALS: Assorted colors of paper scraps, each 5" x 7"; fishnet material; 9" x 12" piece of blue paper; crayons; glue; scissors.

PROCEDURE: Trace each child's hand, fingers together, thumbs slightly extended. Cut hand out and glue it (thumb toward bottom) to the 9" x 12" piece of paper. Allow time to dry.

With crayons add fins and features. A child can do more than one fish. Each could be a different color. Face one fish the opposite direction. Have the child draw in some underwater plant life and cover the entire piece with the fishnet material for a very nautical look.

From Hand-shaped Art by Diane Bonica, c1989. Good Apple, Carthage, IL.

The Hen and the Carp

Once, in a roostery,
there lived a speckled hen, and
whenever she laid an egg
this hen
ecstatically cried:
"O progeny miraculous, particular
spectaculous,
what a wonderful hen am I!"

Down in a pond neraby
perchance a gross and broody
carp
was basking, but her ears were
sharp -
she heard Dame Cackle cry:
"O progeny miraculous, particular
spectaculous,
what a wonderful hen am I!"

"Ah, Cackle," bubbled she,
"for your single egg, O silly one,
I lay at least a million:
suppose for each I cried:
'O progeny miraculous, particular
spectaculous!'
what a hullaballoo there'd be!"

Ian Serraillier

GOIN' FISHIN'

In summertime it's nice to sit
Beneath a big, old tree,
And cast a line into the stream ;
Then wait so patiently.

Sometimes I get a lot of bites,
And other times, not one.
But I don't care! — I like it there
Being lazy just for fun.

I watch the soft and fluffy clouds
A-floating in the sky,
And birds and bugs and other things
That walk or crawl or fly.

I notice ripples by my line,
And then I start to wishin'
I'd catch a few for supper time,
'Cause I like goin' fishin'!

D.A. Stone

Fish Story

Count this among my heartfelt
wishes:
To hear of imitation flies
And stand among the fish who
doubt
The honor of a fellow trout,
And watch the bulging in their
eyes

To hear of imitation flies
And worms with rather droopy
looks
Stuck through with hateful, horrid
hooks,
And fishermen they fled all day
from
(As big as this) and got away from.

Richard Armour

A City Pet

Goldfish by the window,
Swimming in the moonglow,
If I lived in the jungle,
You'd be an elephant.

Goldfish by the window,
Swimming in the moonglow,
If I lived in the country,
You'd be a horse.

Goldfish by the window,
Swimming in the moonglow,
Maybe when we move to a bigger
place,
You'll be a dog.

Frank Asch

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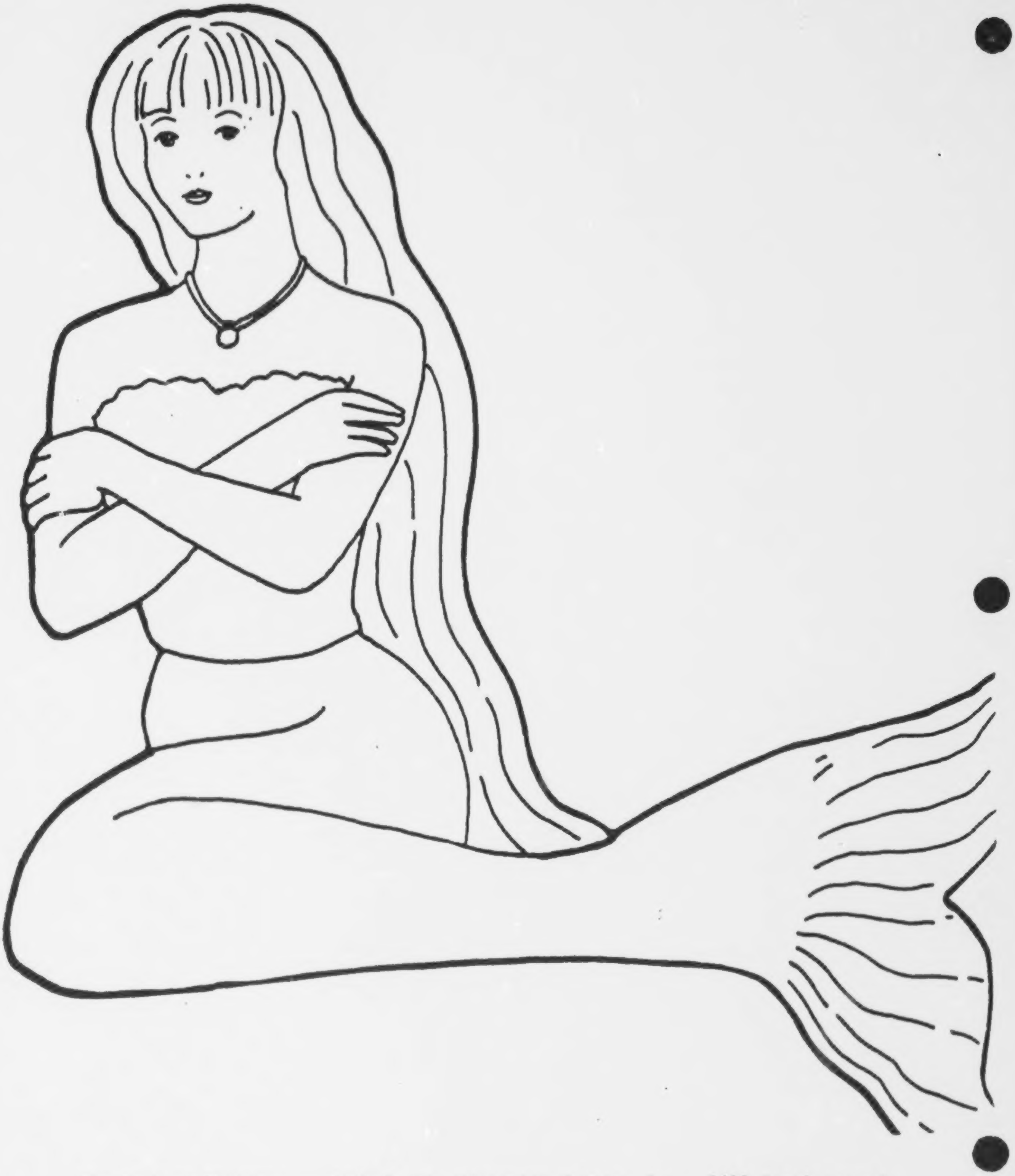
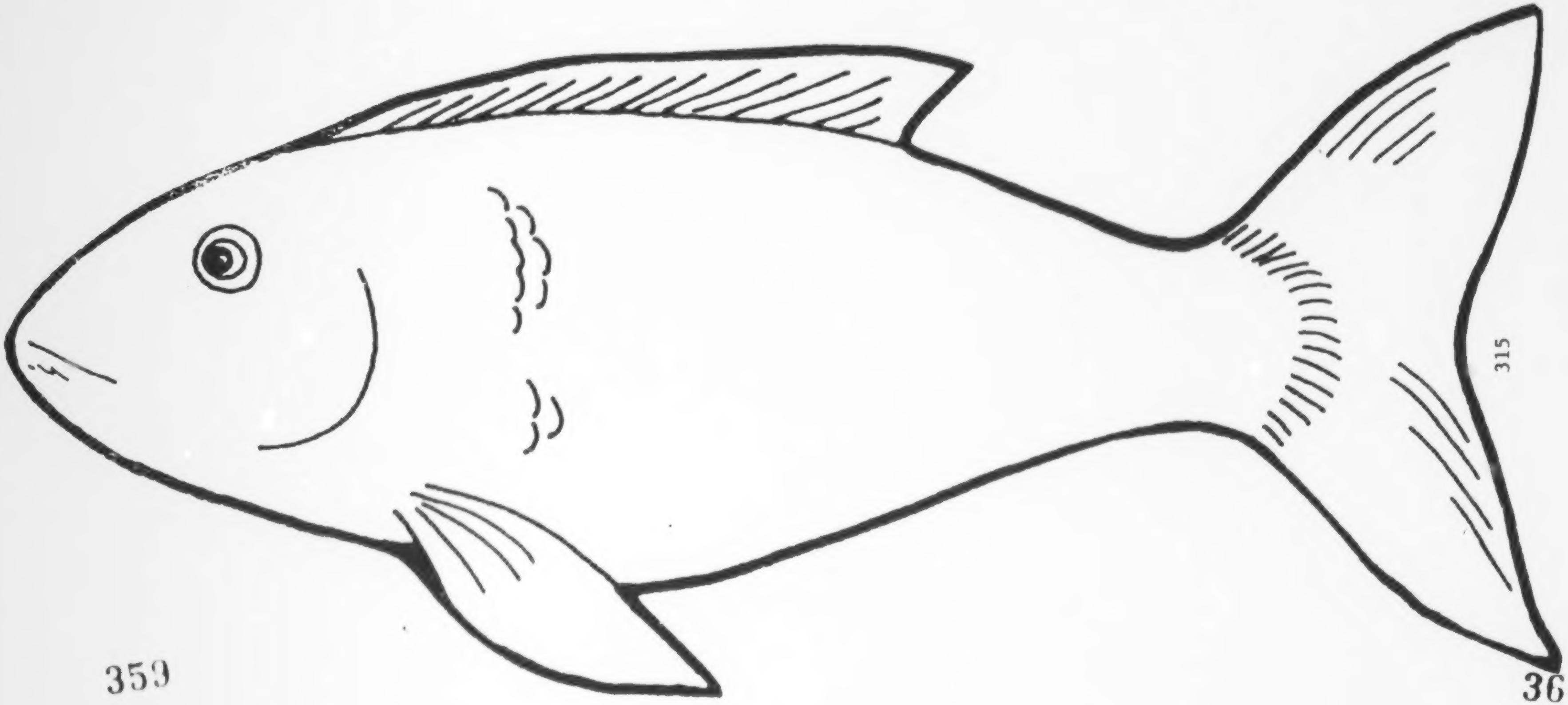
From CHILDREN'S DIGEST, copyright c 1990 by Children's Better Health Institute, Benjamin Franklin Literary & Medical Society, Inc., Indianapolis, Indiana. Used by permission.



Big Book of Patterns -- Book 2, The Education Center, Inc., 1607 Battleground Avenue, Greensboro, NC 27408.

Big Book of Patterns -- Book 2, The Education Center, Inc., 1607 Battleground Avenue, Greensboro, NC 27408.



Go Fish

This is one of the first card games children learn. If you have forgotten how to play, the children will probably remind you. Older children might like to learn to play in case they spend a day with a young child.

YOU NEED: a deck of cards
three to six players

OBJECT: To acquire the most sets of four cards.

HOW TO: Deal out five cards to each player. The remaining cards are laid face down in a pile.

Players arrange their cards in a fan. The player (to the left of the dealer) asks each player in turn for a card's nimber. E. g., Hilary, do you have any fours? Players must give up their cards. If Hilary does not have a four, she says "Go Fish." The palyer rhen takes the first card from the pile. If the card is a four, the player may keep it. If not, it is the next player's turn. Player continues to ask for cards as long as he/she is successful. As soon as any any player has all four cards of a suit, the player lays them down.

HINT: This can also be played with two decks of cards.

"Fishing for a Book"

This is a good game for children. Using the examples here or the blank book with titles of books in your library typed on cover, tape a paper clip onto each book. Place books in a large/tall box. Using fishing poles with string tied to ends and a magnet glued or tied to string, children can fish for a title to be reserved for him/her. After everyone has "caught" a book, allow "swap time" before check-out time. Some might enjoy telling the class about his/her book at the next session.

Examples follow.

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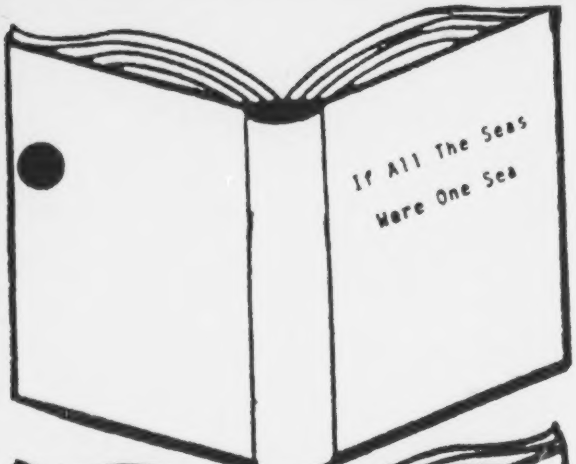
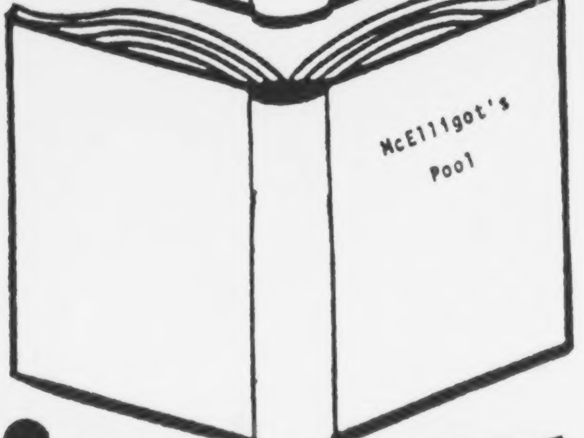
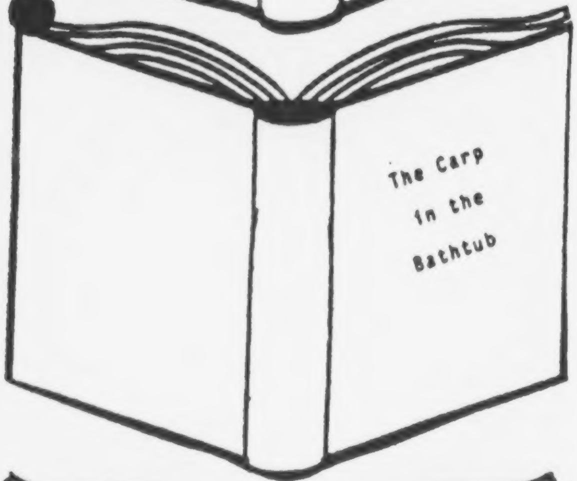
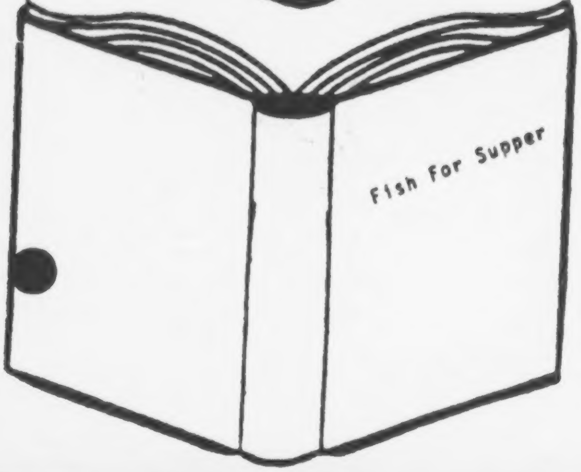
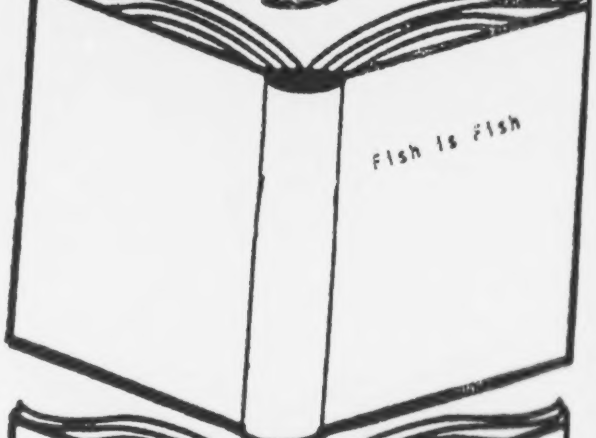
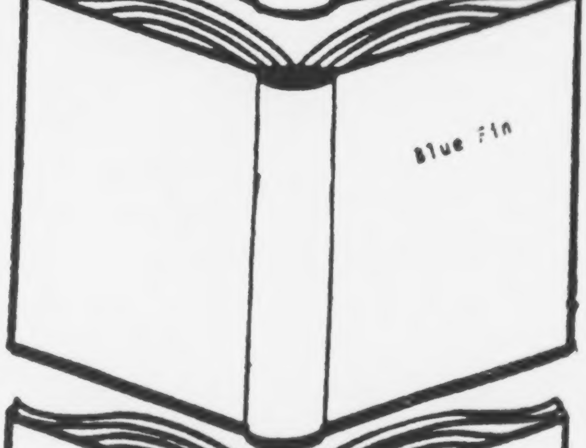

If All The Seas
Were One Sea

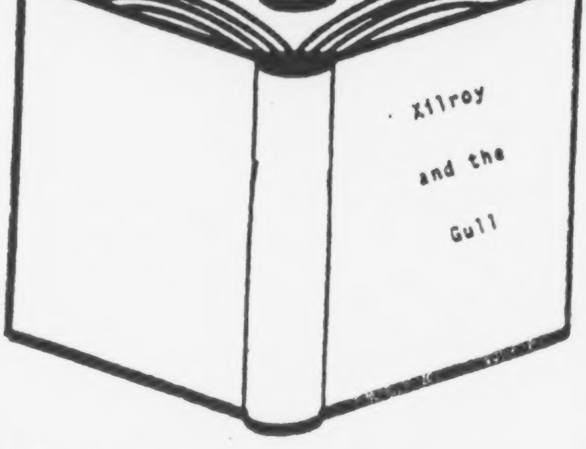

McElligot's
Pool


The Carp
in the
Bathtub


Fish For Supper


Fish Is Fish


Blue Fin


Kilroy
and the
Gull

Fishing Race

YOU NEED: drinking straws for each player
two fish cut out of paper

HOW TO: Divide players into two teams. The teams line up. The first person in line fastens the fish onto the straw by inhaling and passes it to the second player by exhaling as that player inhales. The fish are passed down the line and back. The first team to complete the pass wins. If a fish falls, the player dropped it picks it up by inhaling.

Sardines

YOU NEED: a group of players
a house or building with lots of hiding places

HOW TO: All the player gather in one room. One player is IT and leaves the room and finds a hiding place. The remaining players give IT time to find the perfect place to hide. Count to fifty. Players disperse. As each player finds the hiding place, he or she quietly joins IT. Finally all the players are crammed, like sardines, into the secret hiding place. The last one to find the hiding place is hte loser, and must be the next IT.

HOW MANY FISH CAN YOU CATCH?

by Joseph Lemming

Use this quiz as a mix and match bullentin board. From Riddles, Riddles, Riddles, by Joseph Leeming

1. What is a struggling fish?
2. What is a cheating fish given to sharp practices?
3. What is a fish of precious metal?
4. What fish is man's best frien?
5. What fish is a royal fish?
6. What fish is a heavenly fish?
7. What fish is in the band?
8. What fish is an animal that is almost extinct?
9. What fish is an ugly old witch?
10. What fish is a household pet?
11. What fish do you find in a birdcage?
12. What fish is good with hot biscuits?
13. What fish is a sharp-pointed weapon that soldiers used in Robin Hood's time?
14. What fish is a member of a barbershop quartet?
15. What fish is a deep guttural sound?
16. What fish is used on certain boats?
17. What fish is very useful in hot weather?
18. What fish is used by a fencer?
19. What fish is seen at night?
20. What poor fish is always ailing?

21. What fish makes a good sandwich?
22. What fish is a very evil fish?
23. What fish is a very dark color?
24. What fish floats through the air?
25. What fish is a favorite with dairy farmers?
26. What fish is a rosy biter?
27. What fish represents a process used in refining metals?
28. What fish represents three letters used by stores delivering goods you buy?
29. What is a gloomy, down-in-the-mouth fish?
30. What fish warms the earth?

a. Angelfish
b. Balloon fish
c. Bass
d. Blackfish
e. Bluefish
f. Buffalo fish
g. Butterfish
h. Catfish
i. Cod (C.O.D.)
j. Cowfish
k. Devilfish
l. Dogfish
m. Drumfish
n. Fantail
o. Flounder
p. Goldfish
q. Grunt
r. Hagfish
s. Jellyfish
t. Kingfish
u. Perch
v. Pike
w. Red Snapper
x. Sailfish
y. Shark
z. Smelt
aa. Starfish
bb. Sunfish
cc. Swordfish
dd. Weakfish

ANSWERS:

1. o
2. y
3. p
4. l
5. t
6. a
7. m
8. f
9. r
10. h
11. u
12. g
13. v
14. c
15. q
16. x
17. n
18. cc
19. aa
20. dd
21. s
22. k
23. d
24. b
25. j
26. w
27. z
28. i
29. e
30. bb

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Jokes and Riddles

What Kind of fish is good on toast? ......Jelly fish.

What is the different between a fisherman and a bad student?..One baits his hook. The other hates his book.

How did Jonah feel when the big fish swallowed him? .....Down in the mouth.

Shopper: I don't like the way that codfish looks ...Storekeeper: If you wants looks, go by a goldfish.

Why should a fisherman always be wealthy? .....Because all his business is net profit.

What fish travels great distances? .....A goldfish. It travels around the globe.

What kind of fish makes a good piano tuner? .....A tuna fish.

What part of the fish is like the end of a book? .....The finis.

Why should fish be well educated? .....Because they travel in schools.

What has eight legs, lives at the bottom of the ocean, and says meow? .....An Octapussy.

What do you call the king of Russian sardines? .....The czardine.

What does a deaf fish need? .....A herring aid.

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THEME: HATS, HATS AND MORE HATS!

AGE: All Ages

BOOKS:
Asch, Frank. Happy Birthday, Moon.
Duvoisin, Roger. Jasmine.
Hertz, Grete Janus. Grandfather's Straw Hat.
Keats, Ezra Jack. Jennie's Hat.
Kuskin, Karla. A Boy Had a Mother Who Bought Hat.
Lobel, Arnold. "The Hat" from Days With Fr Toad.
Mendoza, George. Herman's Hat.
Nodest, Joan Lexau. Who Took the Farmer's Ha
Seuss, Dr. The Cat In The Hat.
Seuss, Dr. The Cat In The Hat Comes Back.
Seuss, Dr. The Five Hundred Hats Of Barth Cubbins.
Slobodkina, Esphyr. Caps For Sale.

ACTIVITY:
Read "Can a Hat Change Sizes" and discus group.
Have a hat collection show.
Let children make hats decorated with characters.
Use actual objects to tell Jennie's Hat.
Make a hat collage as group project for Je Hat.
Make exotic hats to go with The 500 Ha Bartholomew Cubbins.
Make newspaper headgear.
Pantomime: Caps For Sale.
Make Hats, Hats and More Hats!

FLANNELBOARD: Grandma's Happy Hat

POEM:
"Help"
"Chic Chapeau"
"Caps 'n Hats"

HANDOUTS:
Picture of occupational hats to identify and
Students keep hats they make in activity s above.

PAPER STORY: "The Rainhat"

GAME:
Peddle Caps to music.
Magic Hat
Musical Hats
Funniest Hat Contest

SONG:
"I Just Hope I Find a Job for Me That Turns be Fun."
"Mein Hut, Der Hat Drei Ecken"

CAN A HAT CHANGE SIZES

Can primary students discuss relativity? Can Charley Chipmunk find his hat? Read this story aloud and then let your class help Bradley Bunny find some answers.

"I lost my hat," chattered Charley Chipmunk, scurrying up to Bradley Bunny. "Can you help me find it?"

"Sure I can," bragged Bradley Bunny. "What does it look like?"

"It's big and blue with a big white feather in it," said Charley Chipmunk. He hurried off to look for his hat.

"Big and blue with a big white feather," muttered Bradley, hopping here and there looking for Charley's hat.

"What'd you lose?" asked Floyd Fox, trotting up to Bradley.

"Charley Chipmunk lost his hat," answered Bradley, twitching his long ears. "It's big and blue with a big white feather in it."

"No wonder you can't find it," sighed Floyd Fox. "Charley's hat is small and blue with a small white feather in it. I now because I saw it."

"Charley said it was bit," insisted Bradley. "Did it shrink?"

He trotted off before Bradley could say any more.

"Small and blue with a small white feather in it," muttered Bradley Bunny, looking here and there for Charley's hat.

"What'd you lose?" asked Melvin Mouse, scurrying up to Bradley.

"Charley Chipmunk lost his hat," explained Bradley Bunny. "It's small and blue with a small white feather in it.

"You'll never find it," sighed Melvin Mouse, "because I know Charley's hat happens to be rather large and blue with a rather large white feather in it."

"But that's impossible," insisted Bradley, thumping his foot on the ground. "Floyd Fox said for a fact that it is small."

"It's rather large," declared Melvin, beating his foot on the ground. "I have seen it several times and I ought to know."

"First it's big, then it's small, and now it's rather large," said Bradley Bunny with a very puzzled look on his face. "Does Charley's hat change sizes?"

"Oh, Bradley! Don't be so ridiculous!" exclaimed Melvin Mouse angrily, scurrying off before Bradley could say more.

"Rather large and blue with a rather large white feather in it," he groaned.

"What's up Bradley?" asked Danny Deer after he'd Watched Bradley hop from place to place.

"I'm looking for Charley Chipmunk's hat," explained Bradley. "It's rather large and blue with a rather large white feather."

"You're wrong, Bradley," said Danny Deer. "Charley's hat is very tiny and blue with a very tiny white feather in it."

"I give up!" cried Bradley. "Charley's hat is the oddest hat I've ever heard of. It's big and small, large and tiny. How can a hat change sizes?"

"Bradley, Bradley, you silly bunny," scoffed Danny Deer. "A hat can't change sizes." With a flick of his tail dAnny was gone before Bradley could say any more.

"Oh me! Oh my!" exclaimed Bradley Bunny. "This is the worst problem I have ever had. How can I find a hat that changes sizes?"

"Look, Bradley! Look!" shouted Charley Chipmunk. "I found it. I found my hat!"

"I'm sure glad," sighed Bradley. "Let me see it. Why, your hat is small and blue with small white feather in it."

"No, it isn't," insisted Melvin Mouse. "It's rather large and blue with a rather large feather in it."

"You're wrong, Melvin," declared Floyd Fox, trotting up to the others. "It's small and blue with a small white feather in it."

"Did that hat change sizes?" asked Bradley. "Let me see it again, Charley. No! It's still small!"

"Not small," corrected Danny Deer, joining the others. "It's tiny and blue with a tiny white feather in it."

"I can't stand it!" shouted Bradley Bunny. "I can't stand it! I've got to get away and think. How can a hat change sizes?" Poor Bradley Bunny thought he was going out of his mind. He hopped away to find a quiet place to think.

Bradley Bunny sank down on the soft green grass under his favorite oak tree and thought and thought. To Danny Deer the hat was tiny. To Floyd Fox the hat was small. To Charley Chipmunk it was big. And to Melvin Mouse it was rather large. How can a hat change sizes? Bradley Bunny wrinkled his forehead and thought. How can a hat change sizes? He scratched his big ears and thought harder. He twitched his nose and thought even harder. But he couldn't figure it out. How can a hat change sizes? What do you think?

---Hildaann Stahl

Staton Johanna Be., ed. Instructor's Read aloud Anthology. Cleveland: the Instructor Publications, Inc., 1984. Permission granted.

HAT - COLLECTION SHOW

Collect as many hats as you can. Explain to the students everyone wears hats. And that we wear different hats for different occasions. Show your hats individually and ask if they can guess who wear these hats. Some suggestions:

Chef's hat
Party hat
Rain hat
Policeman's hat
Fireman's hat
Witch's hat
Crown
Baseball cap
Ski cap
Cowboy hat
Armed services cap
Tennis visor

If you can't collect enough for good show, using the opaque or overhead projector, enlarge form pattern to life size on poster board and color with markers.

Explain to the children that book characters wear hats too, such as Paddington Bear. Let children make hats decorated with book characters.

Jennie tries on various household items as hats in _Jennie's Hat_. Use the actual objects to tell the story.

From _This Way to Books_. Copyright © 1983 by Caroline Feller Bauer. Reprinted by permission of The H.W. Wilson Company, New York.

HAT COLLAGE

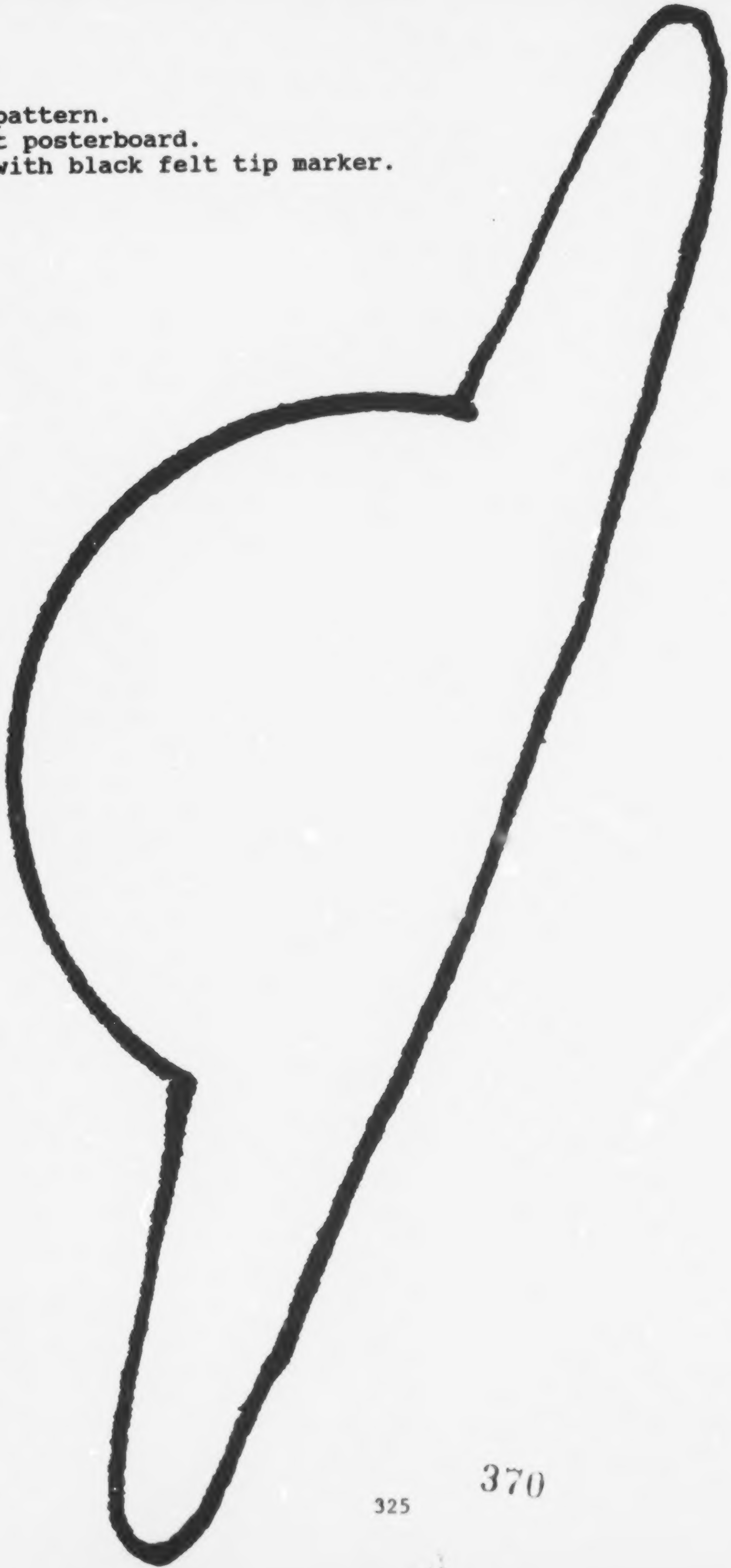
Following the reading of _Jennie's Hat_ by Ezra Keats, have the children make a hat collage. Have enough hat patterns and decorations to divide large groups into small ones.

For each group have cut out and ready a large poster board hat pattern outlined with black felt tip marker (see pattern following). Supply glue and a variety of hat decorations including such items as ribbon, bows, including stick-on ones, gift wrapping paper or greeting card cutouts, tissue paper puffs, crepe paper streamers, foil, doilies, buttons, beads, sequins, yarn, fabric scraps, flowers, feathers, etc.

Let each group design their own hat gluing on selected decorations. Display hat creations in the library. Hats can be decorated according to themes.

Adapted from _Jennie's Hat_, Kidstuff, v.4, n.5, Guidelines Press, 1986.

Enlarge pattern.
Trace out posterboard.
Outline with black felt tip marker.



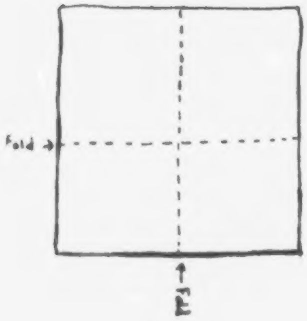
EXOTIC HATS

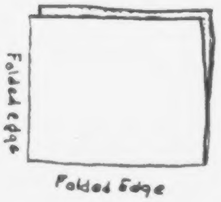
Make exotic hats to go with The 500 Hats of Bartholomew Cubbins.

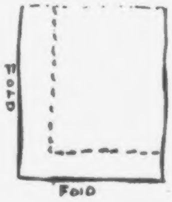
MATERIALS
9" x 12" sheets of construction paper
Scissors
White glue or staples

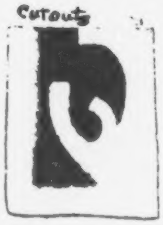
DIRECTIONS
Fold a 9" x 12" sheet of construction paper into fourths. Make and L shaped cut. (Do not cut through the folded edges.) Make additional cuts as your imagination dictates.

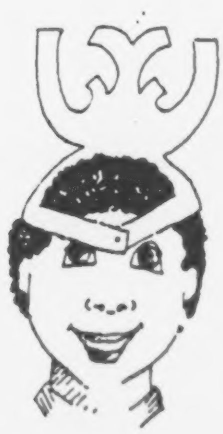
Open up. Join A to A and B to B at right angles. fold out and curl the inside parts to give a festive air to your hat. (See drawings on next page.)

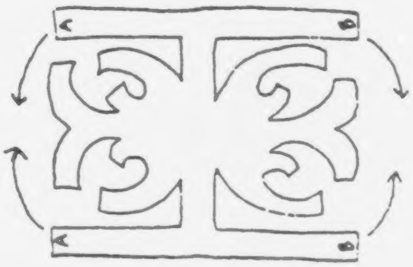












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NEWSPAPER HEADGEAR

Some people wear hats to cover their heads, and some people wear hats to express themselves. Newspaper hats are not much protection against rain, sleet, or falling space junk, but they offer plenty of opportunity for some headstrong self-expression.

MATERIALS:
Newspapers
Masking tape
Scissors
Staplers

ROOM ARRANGEMENT: Open space
TIME: 25 minutes

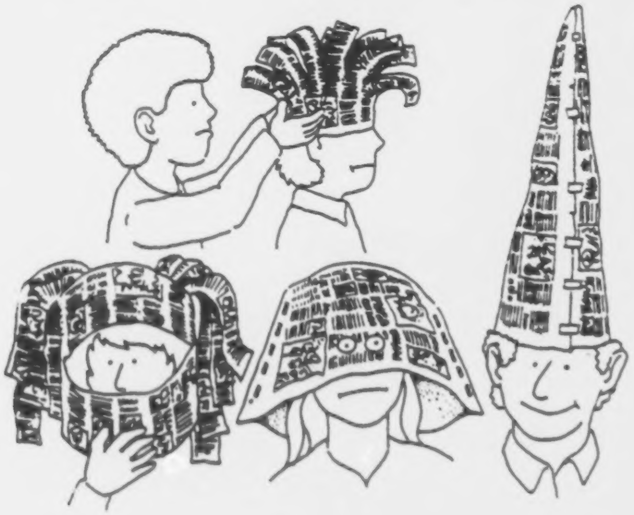
DIRECTIONS:

1. Push desks and chairs to the edges of the room and stack newspapers, tape, scissors, and staplers in the center. Players can work on the floor. Keep a wastepaper basket close by for cleanup.

2. Before everyone begins, talk with the group about hats. Make a list of the variety, such as chefs' hats, pirate hats, nurses's hats, Mickey Mouse hats, space helmets, feather headdresses, crowns, and so on.

3. Have each player take a sheet of newspaper and invent his or her own hat. Newspaper can be twisted into cones, cut into fringes, folded into caps, and made into any shape. Since newspaper is plentiful, allow players to use as much paper as they need.

4. When player are finished and the activity has gone to their heads, a hat parade with music is in order.



From The Incredible Indoor Game Book by Bob Gregson; c 1982 Fearon Teacher Aids, P. O. Box 280, Carthage, IL 62321.

PANTOMIME: Caps For Sale

MATERIALS: CAPS.

1. Ask parents to contribute caps.
2. Sort the caps by color. Substitute other colors if you do not have gray and brown ones donated.
3. Select one child to be the peddler and the other children can be the monkeys.
4. The child peddler probably will not be able to balance all the caps, so just stack a few on the peddler's head.
5. Read the book and pause for the peddler ro carry out the actions and the monkeys to put on the caps, tease the peddler and finally throw the caps down for the peddler to restack.

Something to think about--Once is not enough. The children will want to dramatize the story again. For variety have them change their cap colors and encourage more improvisations of the monkeys' antics as they tease the peddler.

"Pantomime--Caps" is reprinted from Story S-t-r-e-t-c-h-e-r-s by Shirley C. Raines and Robert J. Canady. Available from Gryphon House, PO Box 275, Mt. Rainier, MD 20712. 1-800-638-0928 $14.95 plus $2.50 for shipping.

JESTER HAT

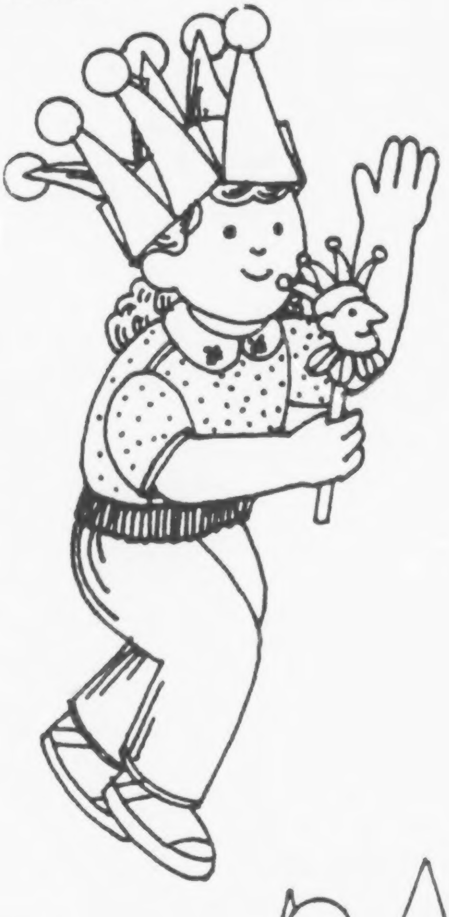
Materials

medium-size paper grocery bag

six 6" x 9" pieces of construction paper in various colors

glue

scissors



Procedure

1. Cut off grocery bag, leaving only a 3" edge from the bottom (Fig. A).
2. Cut six colorful triangles and six pom-pom circles, using the pattern on page 69.
3. Fold each triangle on dotted line to make a tab.
4. Turn bag open side up and glue each triangular tab over the edge of the bag (Fig. B).
5. Turn bag over and glue a pom-pom circle to the end of each triangle (Fig. C).

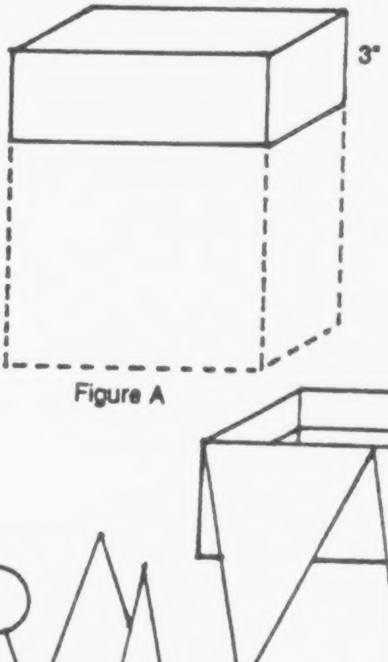


Figure A

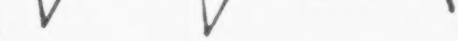


Figure B

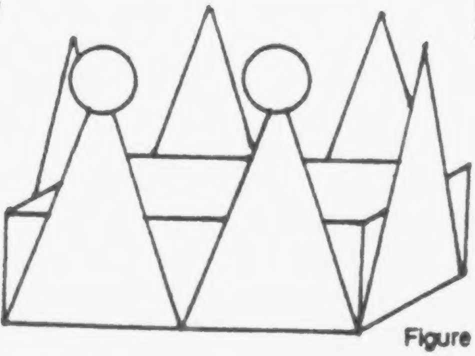


Figure C

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JESTER HAT PATTERN

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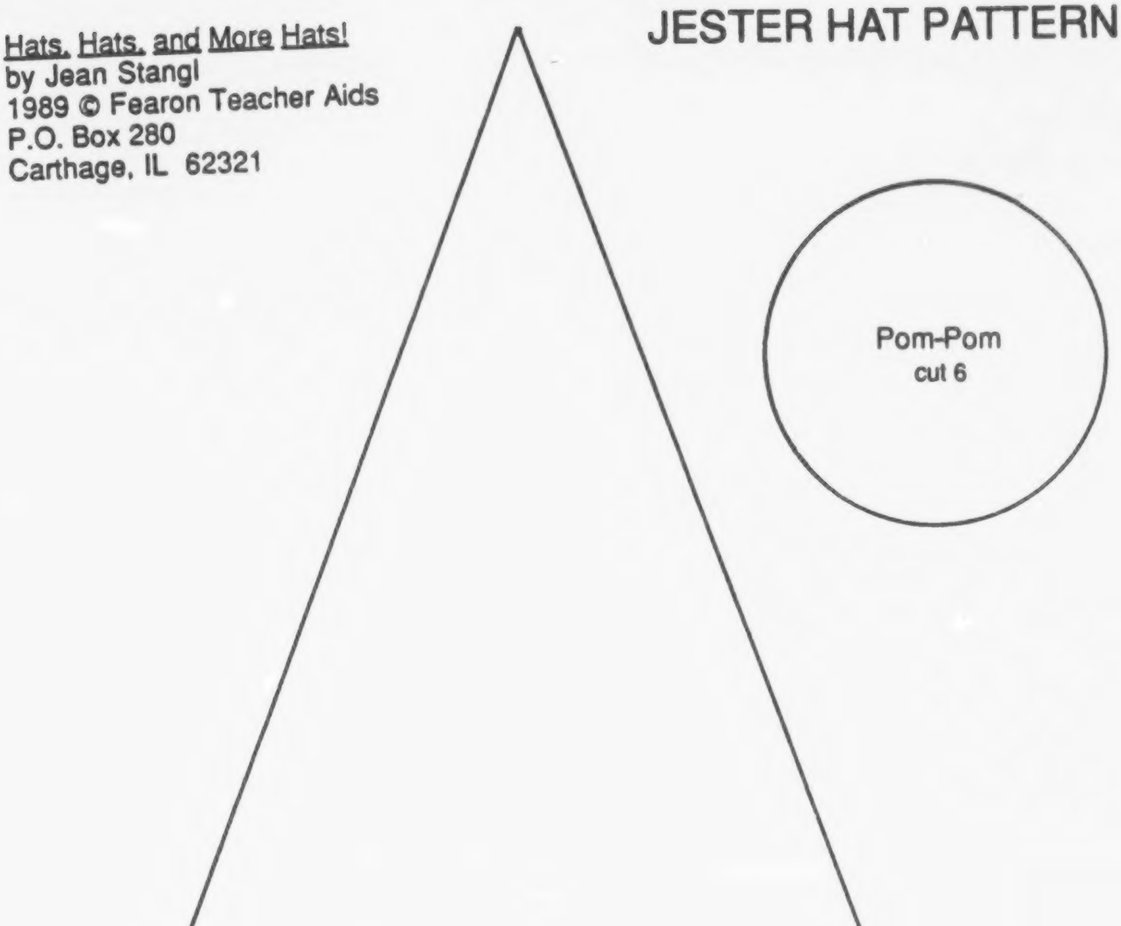
Pom-Pom
cut 6
cut 6

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CRAZY HAT

Materials

one cardboard box lid (shoe box lid, shirt box lid, etc.)

several small empty boxes (toothpaste box, aspirin box, etc.)

two 18" pieces of ribbon or yarn

glue

scissors

Procedure

1. Use the small boxes to construct a box sculpture inside the box lid. Glue boxes in place.
2. Staple a piece of ribbon or yarn to each side of the box lid to use as a chin strap.
3. Decorate as desired.

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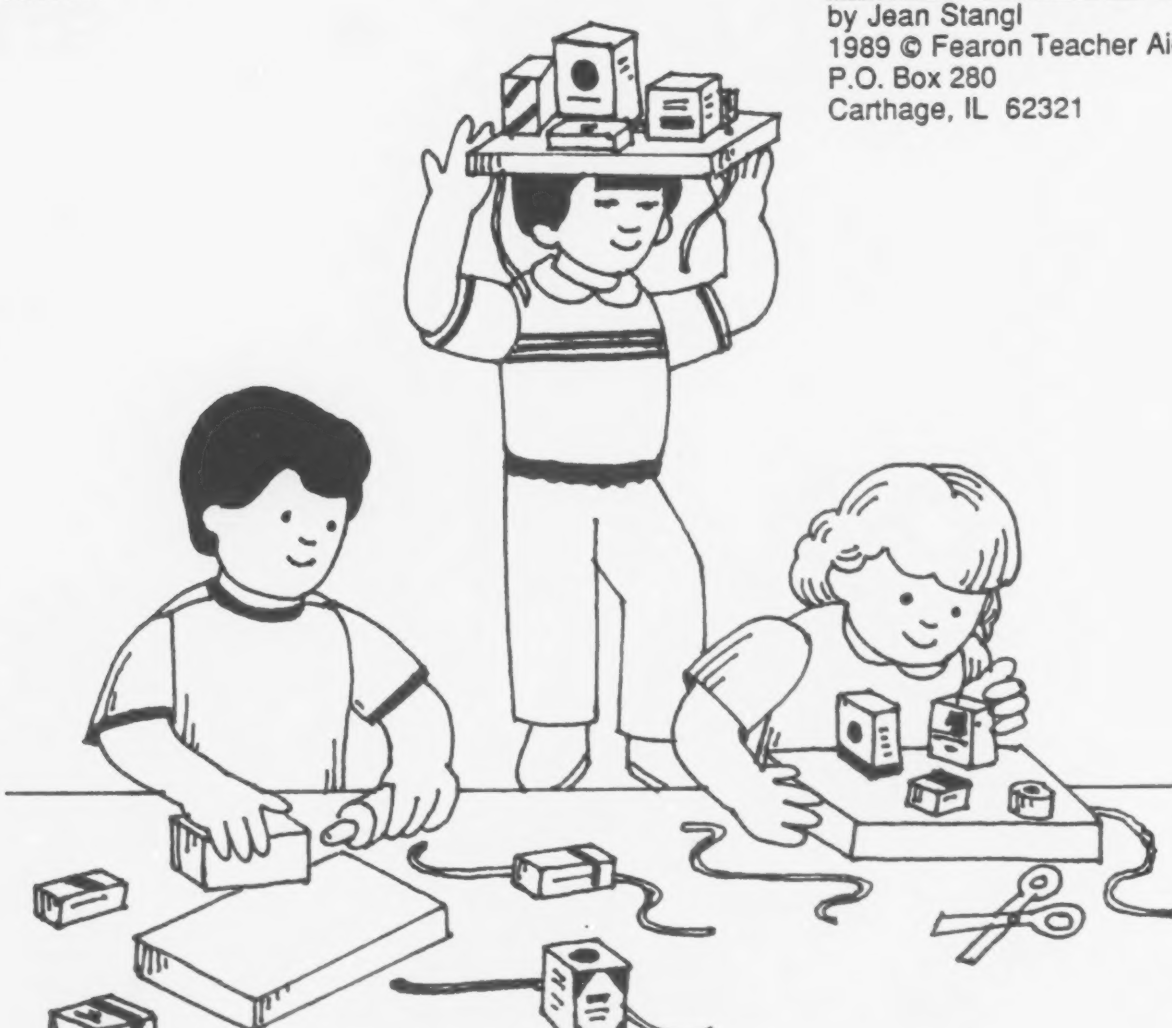

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WIG HAT

Materials

medium-size paper grocery bag

scissors

pencil

Procedure

1. Trim the top of the bag, so that when it is on your head, it does not go below your shoulders.
2. Cut away one of the wide sides, leaving 2" across the top (Fig. A).
3. Cut 1/2" strips up the three long sides of the bag stopping 3" from the end. Cut 1/2" strips up the short side all the way to the fold line for bangs (Fig. B).
4. Roll each strip tightly around a pencil to curl it (Fig. C).

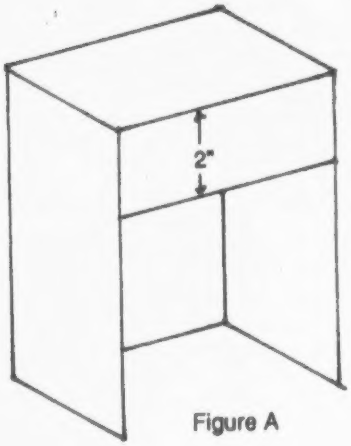
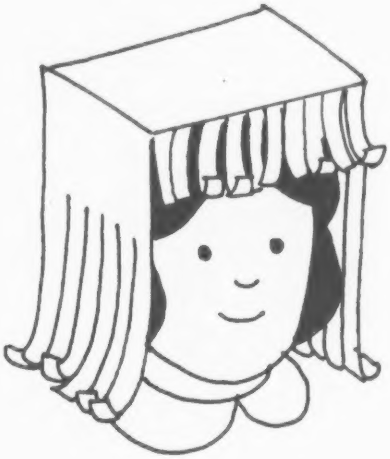


Figure A



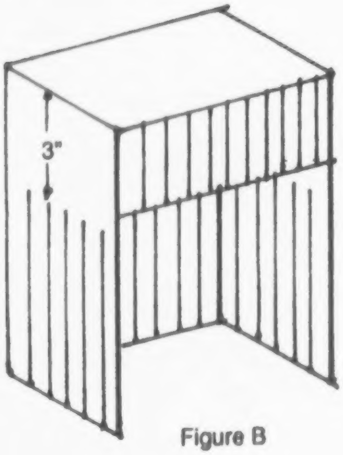


Figure B

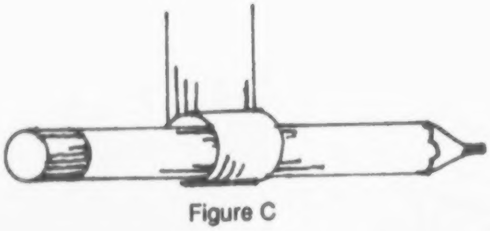


Figure C

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CROWN-DESIGN HAT

Materials

medium-size paper grocery bag

scissors

Procedure

1. Cut off the bottom of the bag, leaving a 12" tube. Make two 1" folds on one end to make a band (Fig A).
2. Crease the bag, lay it flat, and fold it into fourths (Fig. B).
3. Cut any design on the top of the flattened bag (Fig. C).
4. Open crown and decorate as desired (Fig. D).
5. Use pattern, page 73 if desired.

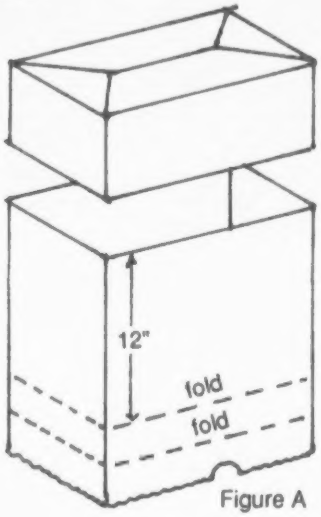

Figure A

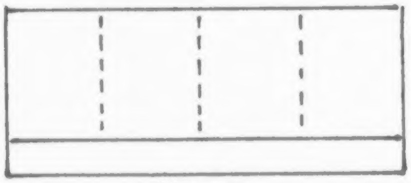

Figure B

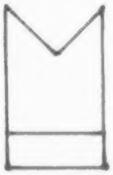

Figure C

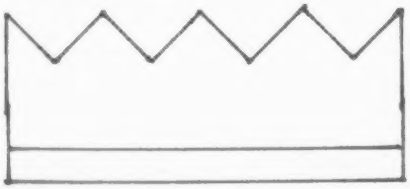

Figure D

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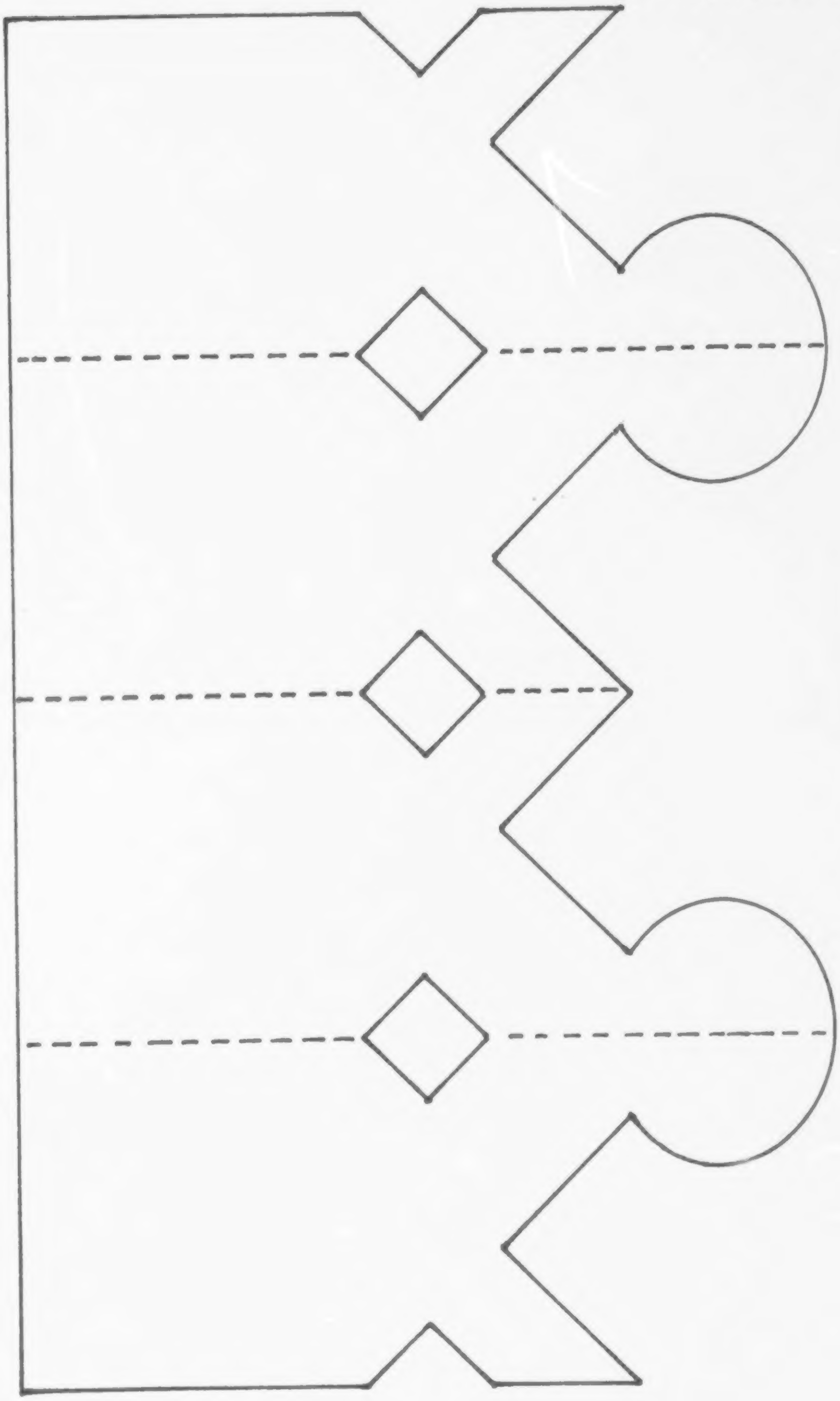
CROWN PATTERN



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HALO

Materials

two 24" white or yellow pipe cleaners

one 8" white or yellow pipe cleaner

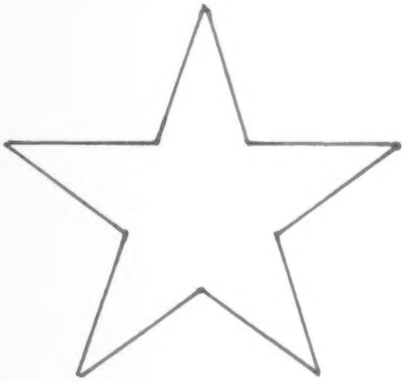
white liquid glue

glitter

water

shallow pan

waxed paper



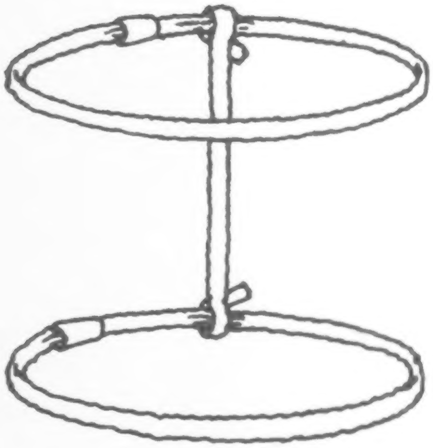


Figure A

Procedure

1. Shape each 24" pipe cleaner into a circle to fit your head. Twist the ends and cover with tape.
2. Mix equal portions of water and glue in a shallow pan. Dip all three pipe cleaners in the mixture. Lay them on waxed paper and sprinkle with glitter while they are still wet. Then allow them to dry. The glue mixture will give them an added stiffness.
3. Attach one circle to each end of the 8" pipe cleaner. Twist tightly and wrap with tape (Fig. A).

Variation

Make little sparkly stars and hang them with thread from the top circle (Fig. B).

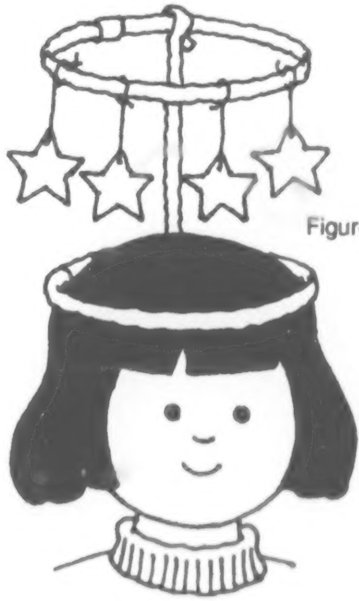


Figure B

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HULA SKIRT HAT

Materials

two 9" x 12" sheets of construction paper

scissors

glue

stapler

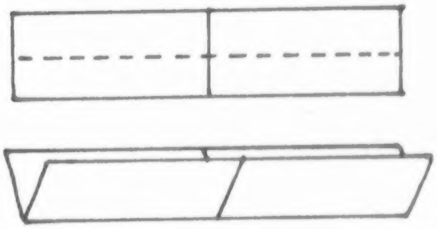


Figure A

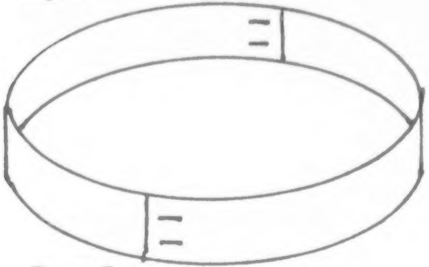


Figure B

Procedure

1. Cut one sheet of paper in half lengthwise and glue both pieces together to form a long band. Fold band lengthwise (Fig. A).
2. Fit the band around your head and staple (Fig. B).
3. Cut the second sheet of paper into twelve 1" x 9" strips. Slip each strip between the folded headband and glue in place (Fig. C).
4. Decorate as desired.

Variations

Paper strips can be curled around a pencil, fringed, or accordion pleated.

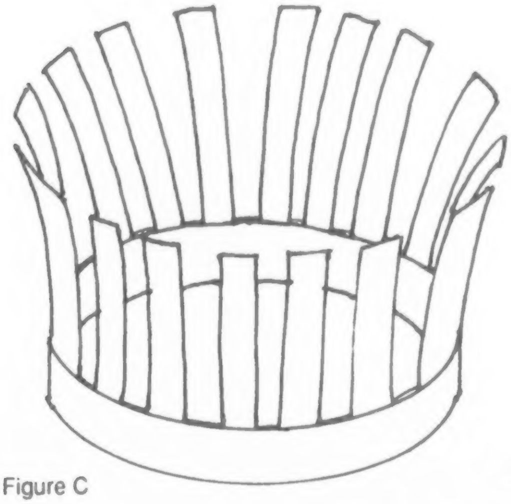
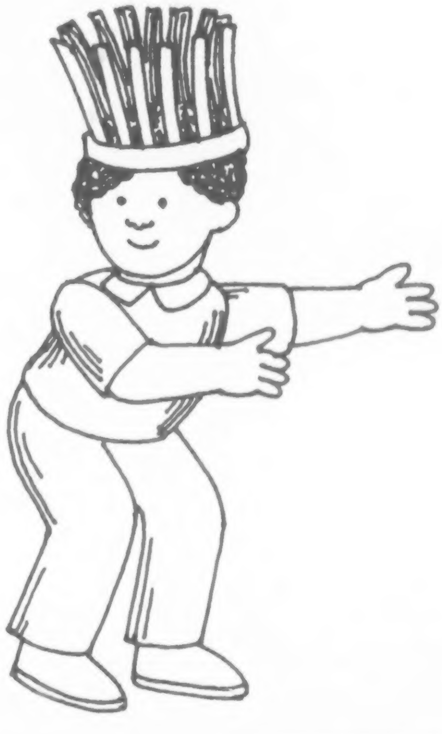


Figure C



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DETECTIVE HAT

Materials

medium-size paper grocery bag

12" piece of ribbon or yarn

scissors

hole punch

Procedure

1. Measure up 4 1/2" from the bottom of the bag. Cut up each side fold line to the measured point (Fig. A).
2. Crease hinges and lay bag out with side sections flat (Fig. B).
3. Measure 5" out from hinge on both wide side sections. Cut and round edges. Leave narrow sides long, and round edges (Fig. C).
4. Punch a hole in each narrow end and bring both sides up over top of hat. Tie with ribbon or yarn (Fig. D).
5. Decorate as desired.

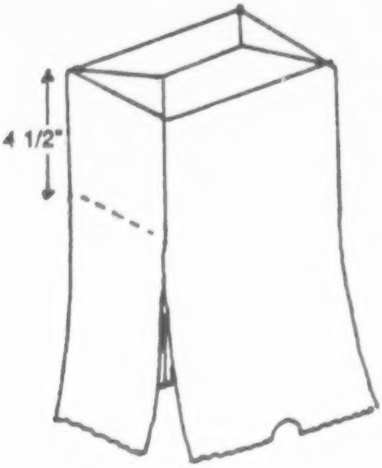

Figure A

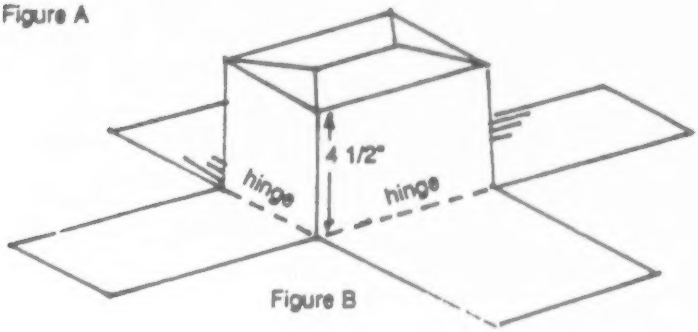

Figure B

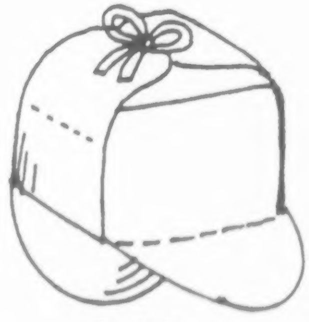

Figure D

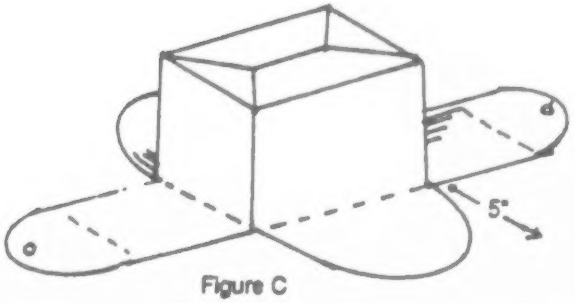

Figure C

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SPACE HELMET

Materials

medium-size paper grocery bag

tape

scissors

crayons or markers

glue

Procedure

1. Cut off the top of the bag, so when the bag is on your head it will just cover your ears (Fig. A).
2. Cut down part way on one end to form a bill. Reinforce with tape (Fig. B).
3. Color, cut out, and glue emblems on side of helmet.

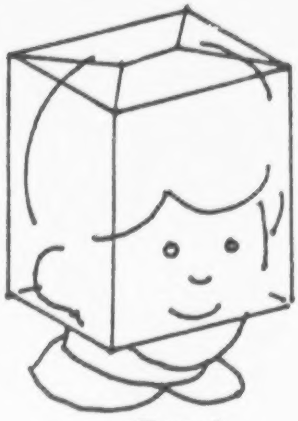


Figure A

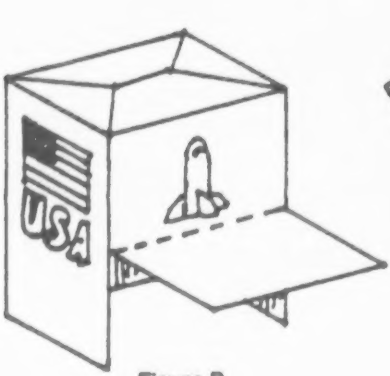
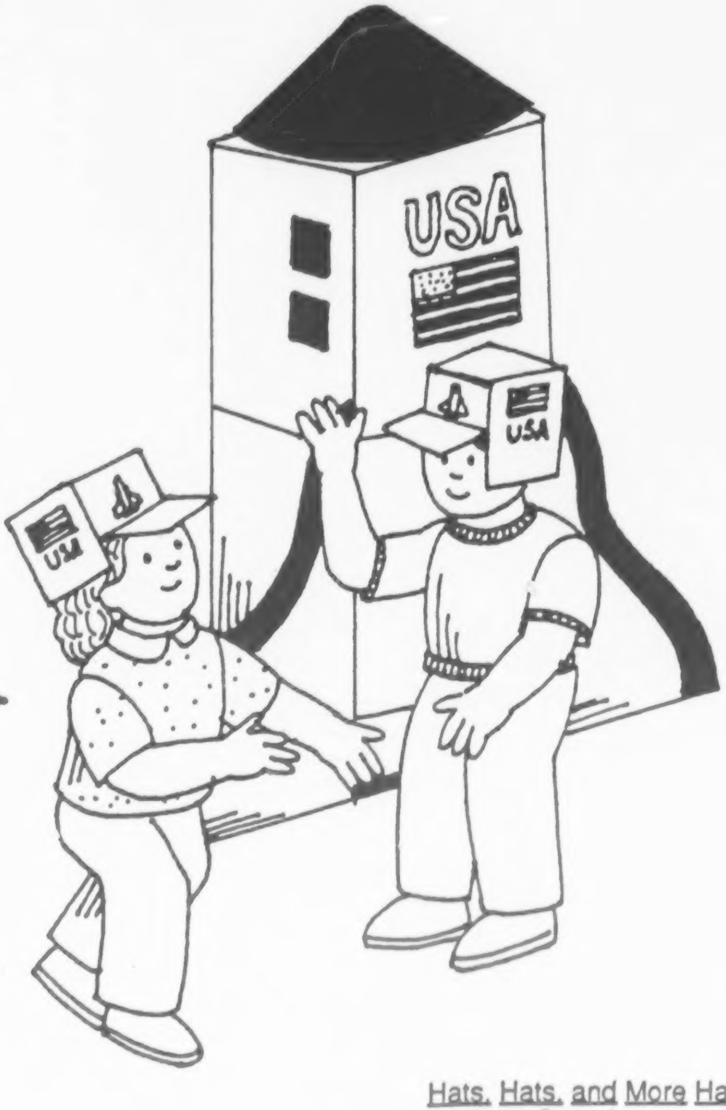


Figure B



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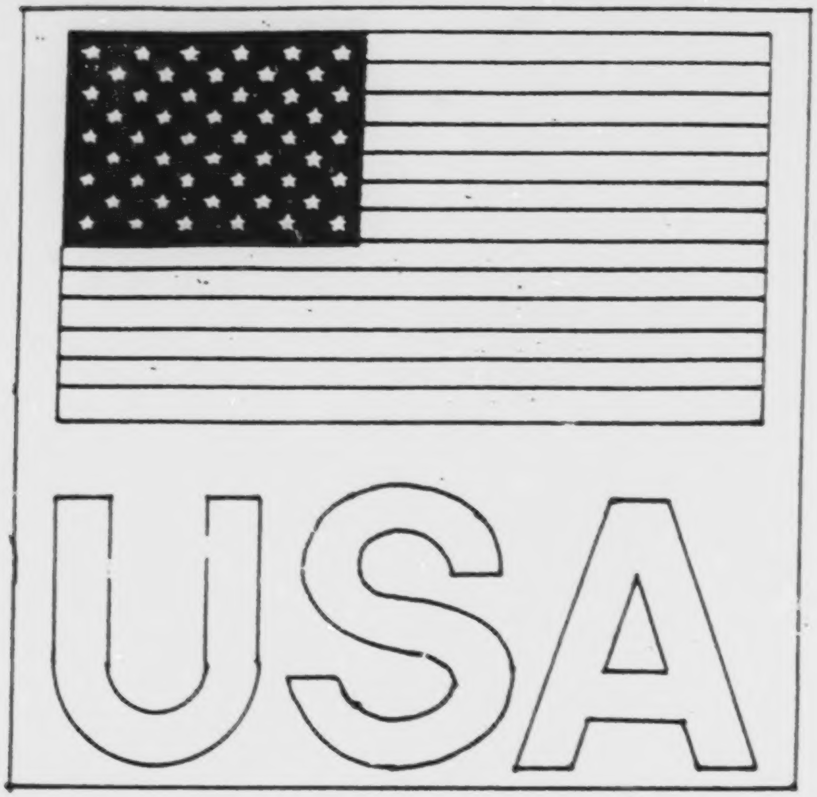
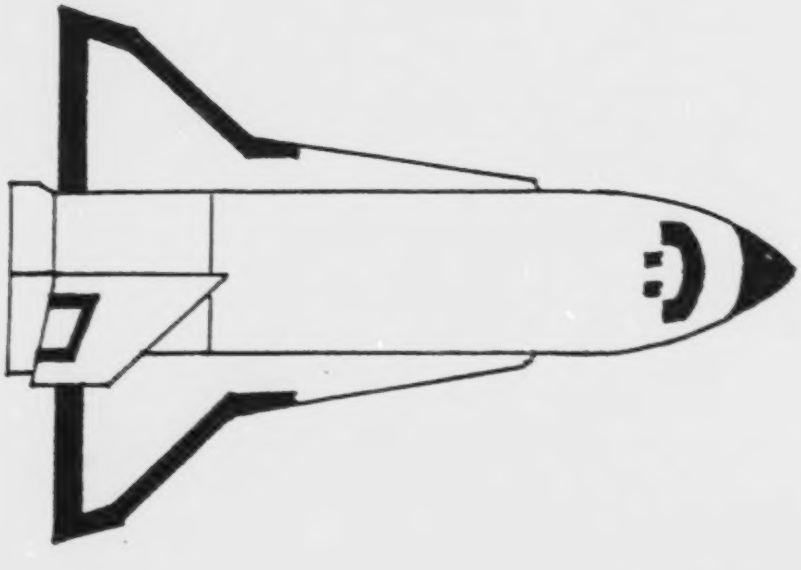
SPACE HELMET PATTERN





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DRUM-MAJOR HAT

Materials

oatmeal box without lid

12" x 18" sheet of construction paper

18" piece of yarn

stapler

scissors

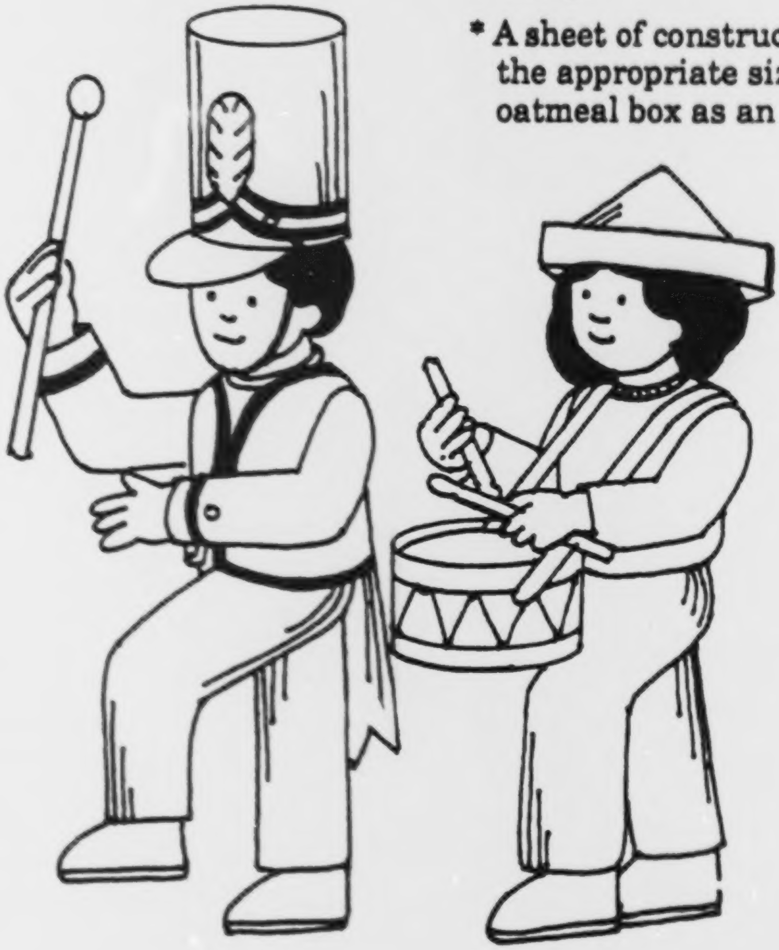
glue

spray paint (optional)

Procedure

1. Trace and cut out visor and feather band on construction paper using the patterns on page 56. Cut slits as indicated on visor pattern and bend them up to form tabs.
2. Position the visor on the oatmeal box and glue the tabs inside the box (Fig. A).
3. Spray paint the hat and allow it to dry.*
4. Glue feather pattern around hat.
5. Staple yarn to both sides of hat for a chin strap.

* A sheet of construction paper could be cut the appropriate size and glued around the oatmeal box as an alternative to paint.



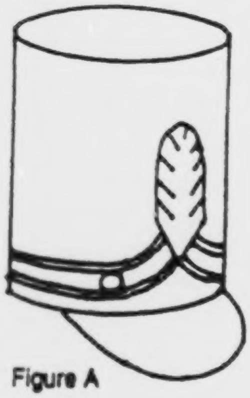


Figure A

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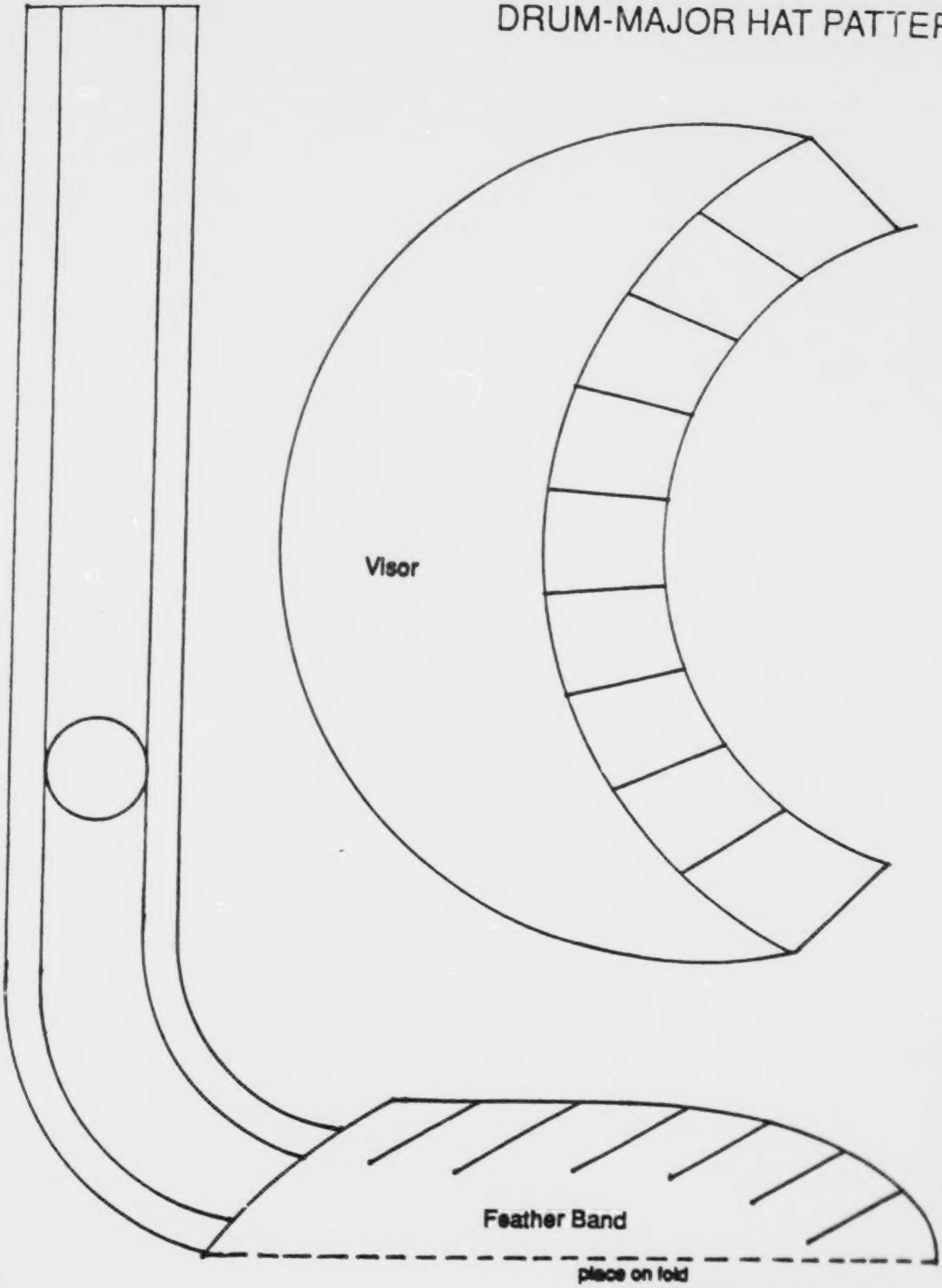
DRUM-MAJOR HAT PATTERN


Visor
Feather Band
place on fold

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ENGINEER BOX CAP

Materials

cardboard box that fits your head closely

tape

scissors

spray paint

Procedure

1. Cut the box down from the open end so that it is 4" high on three sides and 8" high on one side (Fig. A).
2. Spray paint the box and allow it to dry.
3. Fold the 8" side up to form a visor and reinforce the crease with tape (Fig. B).
4. Round the corners of the visor (Fig. C).
5. Decorate as desired.

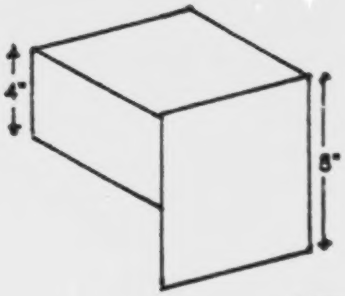


Figure A

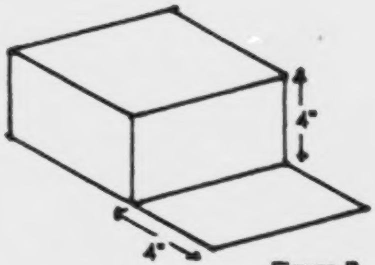


Figure B

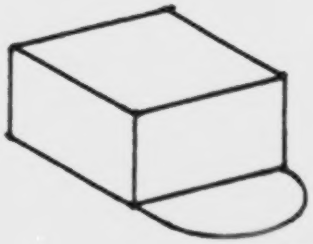
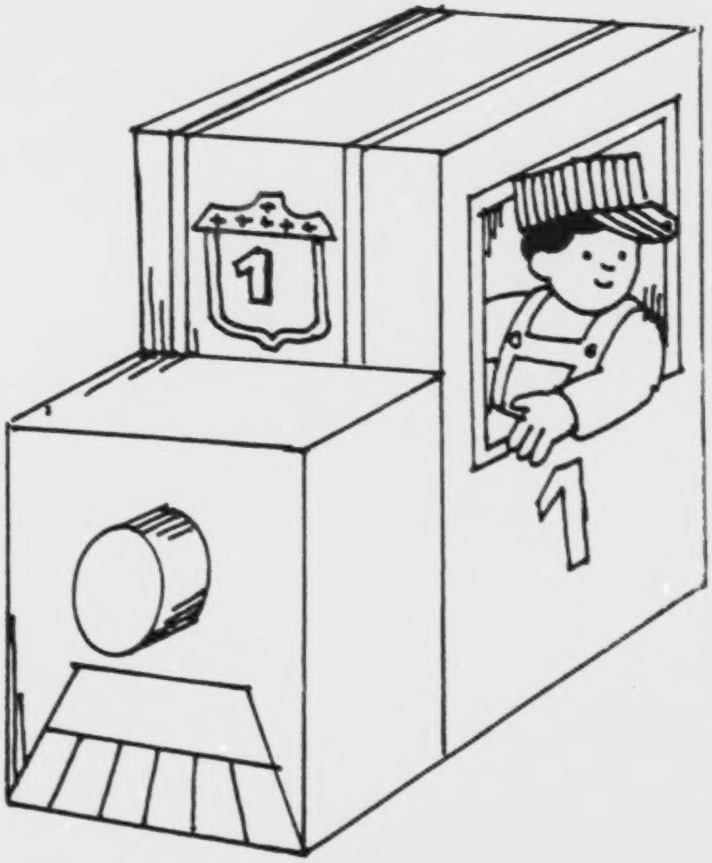


Figure C



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CLOWN HAT

Materials

12" x 18" sheet of construction paper

two 18" pieces of ribbon or yarn

36" piece of yarn

scissors

tape

ruler

stapler

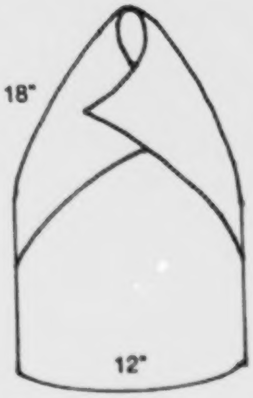

Figure A

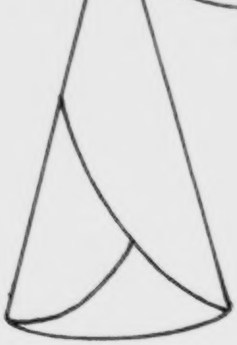

Figure B

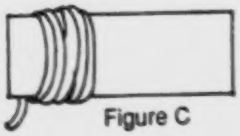

Figure C

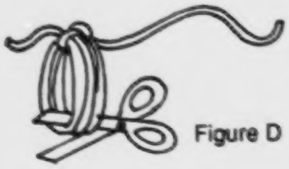

Figure D

Procedure

1. Hold the paper lengthwise and form a cone shape (Fig. A).
2. Tape it together, so it sits nicely on your head. Round the long edges (Fig. B).
3. Cut an 8" piece off the 36" piece of yarn. Wrap the longer piece of yarn around a ruler and slip it off the ruler (Fig. C).
4. Slip the 8" piece of yarn through the loops and tie securely. Cut through the loops at the other end (Fig. D).
5. Trim and fluff to make a neat pom-pom.
6. Staple the pom-pom to the top of the hat (Fig. E).

Variations

Try decorating the pointed hat to look like a wizard's hat (Fig. F). Or, hang a piece of tissue paper out the tip to look like a medieval hat (Fig. G).

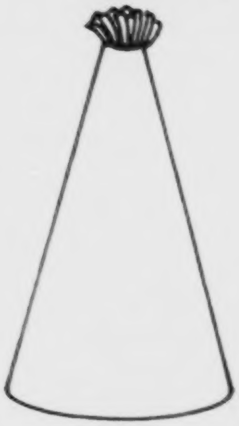

Figure E

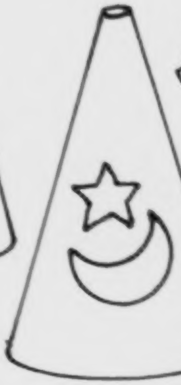

Figure F

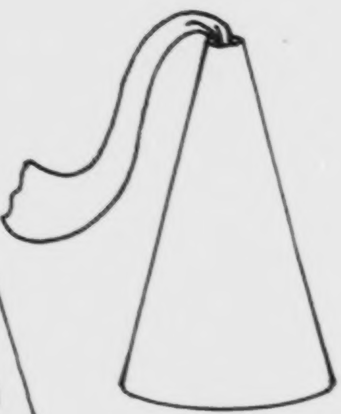

Figure G

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SAILOR HAT

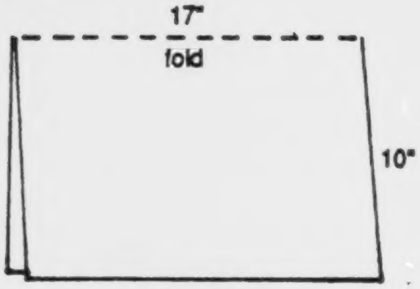
Materials

17" x 20" sheet of newsprint or butcher paper

scissors

crayons or markers

glue



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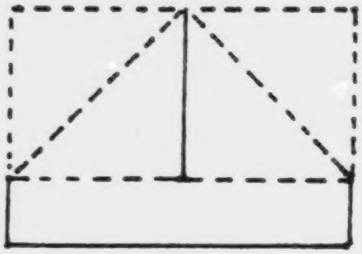


Figure B

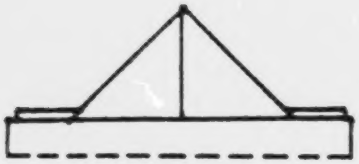
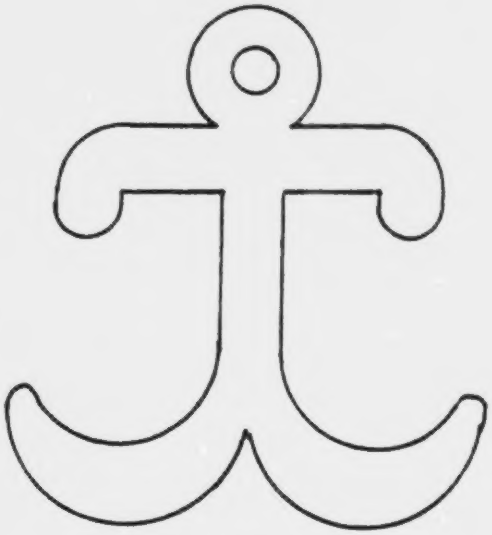


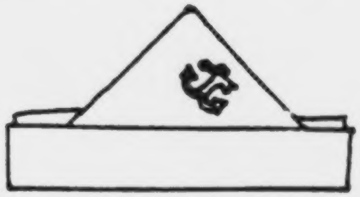
Figure C

Procedure

1. Fold the paper in half to make a 10" x 17" shape with the fold at the top (Fig. A).
2. Crease the paper slightly to find a middle guideline and fold the top corners down to the middle line (Fig. B). Glue the triangles in place.
3. Fold up a single sheet on the bottom to meet the triangles and then fold again over the triangles (Fig. C). Repeat on the other side.
4. Color, cut out, and glue anchor in place on hat and add other decorations as desired.

Anchor





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SOLDIER HAT

Materials

18" x 18" sheet of newsprint or butcher paper

tape

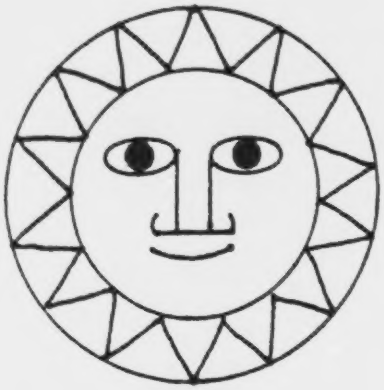
scissors

glue

crayons or markers

Procedure

1. Fold paper in half to make a triangular shape.
2. Fold point A up to point B about 2" from the top fold of the triangle (Fig. A). Unfold.
3. Fold point C down to point F (Fig. B).
4. Fold point D down to point E (Fig. C).
5. Fold point A over each side (Fig. D).
6. Color, cut out, and glue emblem in place (Fig. E).
7. Feather the top section of flap A and add other details or decorations.



Emblem

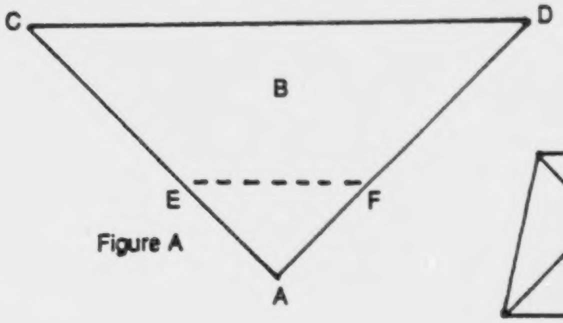


Figure A

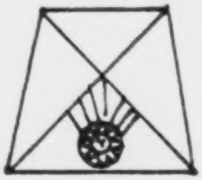
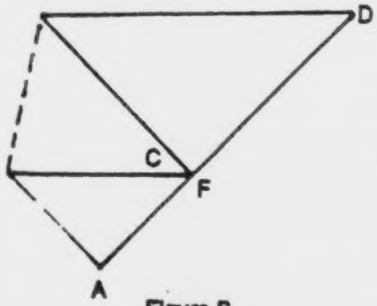


Figure E



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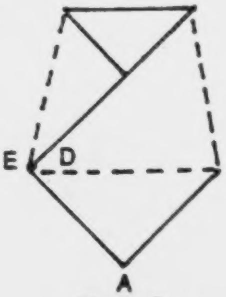

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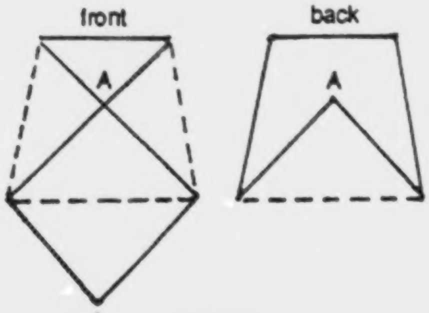

Figure D

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NURSE CAP

Materials

13" x 24" butcher paper

4" x 4" red construction paper

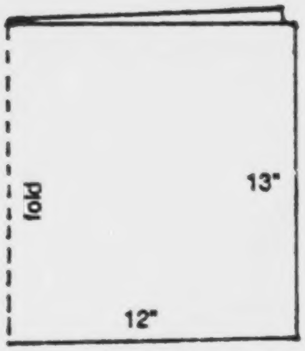
scissors

stapler

glue

Procedure

1. Fold the paper in half to make a 12" x 13" shape with the fold at the left (Fig. A).
2. Measure in 3" from the left side, 3" from the bottom and draw a cutting line. Cut away shaded portion (Fig. B). Unfold.
3. Fold the bottom 3" band in half (Fig. C).
4. Overlap the ends of the band and staple to fit your head (Fig. D).
5. Pull the center section to the back and staple to the band (Fig. D).
6. Trace and cut out cross pattern on red paper and glue in place on hat.



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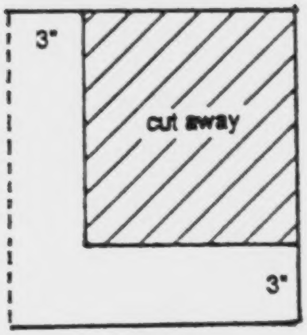
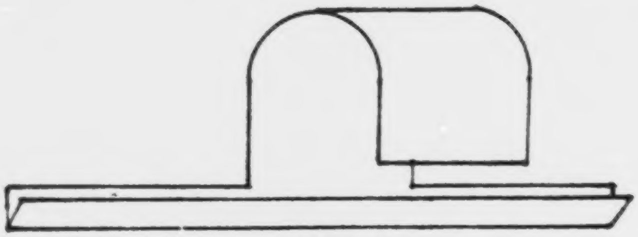


Figure B



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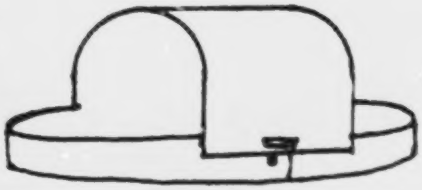
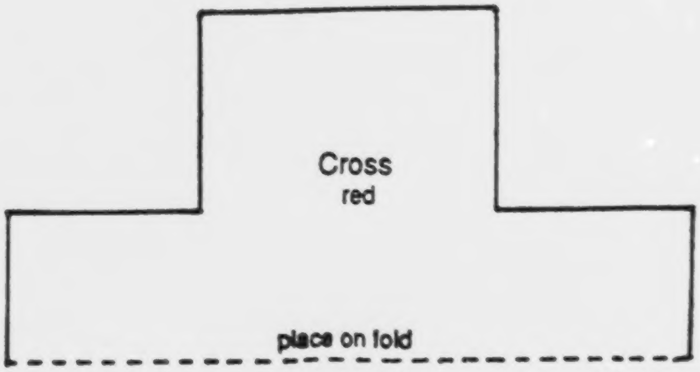


Figure D



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RED-CROSS HAT

Materials

9" x 12" sheet of construction paper

4" x 4" red construction paper

scissors

stapler

glue

Procedure

1. Fold up 2 1/2" on one 12" side (Fig. A).
2. Overlap the two unfolded corners and staple to fit your head (Fig. B).
3. Trace and cut out cross pattern on red construction paper and glue in place on hat.

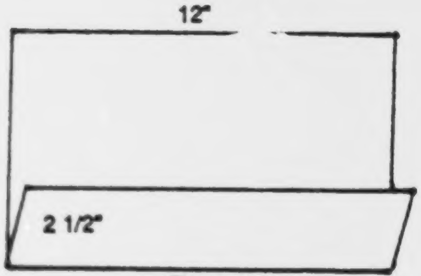


Figure A

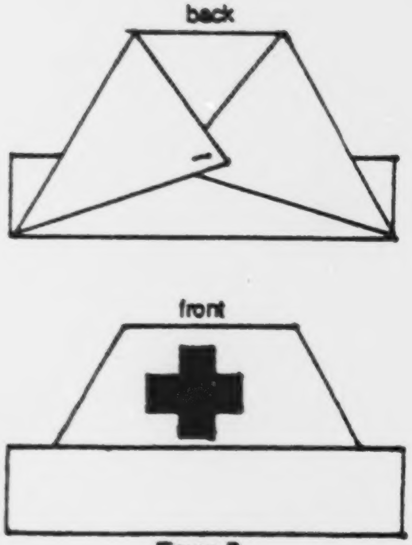
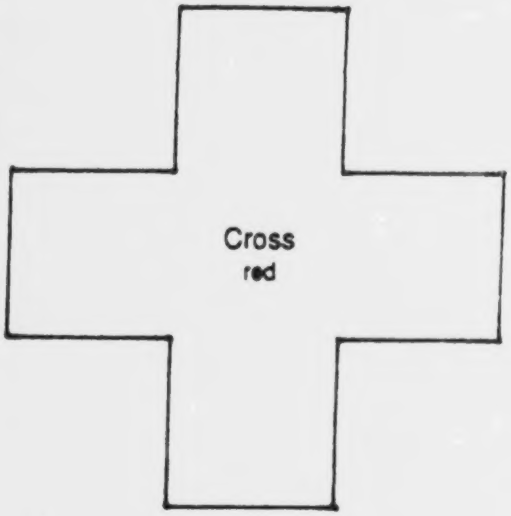
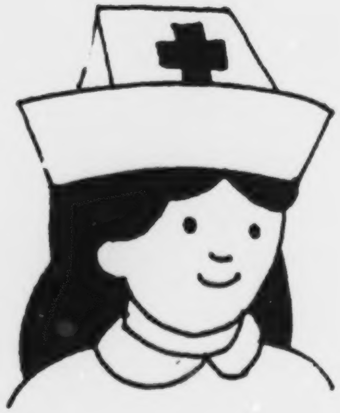


Figure B





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Grandma's Happy Hat

It was a warm, windy day. Grandma Dooling was on her front porch, looking in her old trunk. She found a red felt hat.[1] She shook it.[2] The gold bell on it jingled. Should she keep the hat? Should she give it away? A big gust of wind took the hat. It blew the hat right out into the yard.

"Oh, well," said Grandma Dooling, "I'll pick it up later."[3]

But the hat did not stop there. The wind blew it on down the street.[4] It flew into a tired mail carrier who was trudging down the road.[5] Kersmack! He picked up the hat and laughed. When he was a boy, he had owned a hat like it. He put the little hat on his big, bald head. He whistled as he delivered the mail. He sniffed pink carnations as he passed them. He tipped the hat to a boy in a little red wagon.[6]

Suddenly the wind caught the hat and blew it down the street[7] past Tommy[8] and his dog, Thump.[9] They were sitting on the steps doing nothing.

Thump jumped up at the hat. He chased it down the street. Tommy chased Thump. They ran, splashing through puddles and jumping over flower beds. They stopped, laughing and panting by the school yard. Tommy hugged his dog. Thump grinned with the red felt hat in his mouth. "That was fun!" Tommy said. Thump panted.[10]

When Thump dropped the hat, it jingled.[11] The wind tossed it across the street.[12] There Susan sat alone on a big stone in her front yard.[13] The hat landed at Susan's feet. She picked it up and pulled it down over her eyes. "I'll be a fire fighter," she said. She ran down the street.[14] "Clang! Clang! Whir-rrr."

She skipped over to Mrs. Petunia.[15] Mrs. Petunia was washing mud off her driveway with the garden hose. "May I be the fire fighter? I'll pretend to put the fire out on your driveway," Susan said. Soon Susan had the driveway shiny, wet, and clean. Mrs. Petunia was rocking in the chair on her porch. They both smiled.[16]

The fire fighter's hat blew off.[17] It floated high in the air, dancing and twirling. The wind carried it farther and farther down the street. A robin flew at the hat. The hat and the bird played tag. The hat moved faster.

It flew right into the carriage of Mrs. Daisy's crying baby.[18] The baby stopped crying. He kicked the hat to make the bell on the hat ring.[19] Ring-jing-jing. Ring-jing-jing. The baby cooed and smiled. The more the baby kicked, the more the bell rang.[20] Soon the baby was smiling and fast asleep as the wind rocked the carriage.[21]

*First published in *Wee Wisdom*, 1978, Unity Village, Missouri.

Chadwick, Roxanne. Once Upon a Feltboard. Carthage, IL: Good Apple, Inc. 1986. Permission granted.

Again the wind began to blow. The hat soared into the air.[22] It circled and whirled. It landed right outside the window of Grandma Dooling's house. Grandma came outside.[23] She picked up the hat. She jingled the bell gently.[24]

"Well," she said. "I will keep the hat. It makes me smile. Who knows? Maybe I could find someone it will make happy."

She put the red felt hat back in the old trunk. As she closed the lid, she said, "Little things like this hat can make people happy."

Movements of the Felt Board Characters

Begin the story with Grandma in the upper right-hand corner of the board. At 1 put the hat next to Grandma. At 2 jingle the bell. Remove Grandma at number 3.

At 4 pick up the hat and move it to the left near the top center of the board. At 5 put the mail carrier in the upper center of the board, just to the left of the hat. Remove the mail carrier at 6.

Move the hat near the upper left-hand corner of the board at 7. A little to the left of the hat add Tommy at 8. At 9 add Thump near Tommy. At 10 remove Tommy and Thump.

Jingle the bell at 11. At 12 move the hat to the lower left-hand corner. At 13 add Susan next to the hat. At 14 move Susan slightly to the right. Add Mrs. Petunia to the right of Susan at 15. Remove Susan and Mrs. Petunia at 16.

Pick up the hat at 17, and draw a few loops in the air with the hat during the next few sentences. Land the hat near the lower right-hand corner. At 18 add the baby carriage just below the hat. At 19 begin ringing the bell. Keep ringing it until number 20. Remove the baby carriage at 21.

At 22 pick up the hat and draw a loop in the air and land it in the upper right-hand corner of the board. The hat has made a complete counterclockwise circle. At 23 add Grandma Dooling. At 24 jingle the bell. The story ends with Grandma Dooling and the hat in the right-hand corner.

Hints

This story is especially good to tell in March or another windy season.

Ask the children if their mothers or grandmothers have some old boxes or big suitcases, like trunks, where they keep things they don't know whether they need to keep or not. This will explain to them what a trunk is.

Ask the children what things the wind blows around. They will probably come up with kites, paper bags, and leaves. Then tell them that this is a story about a hat that the wind blows around.

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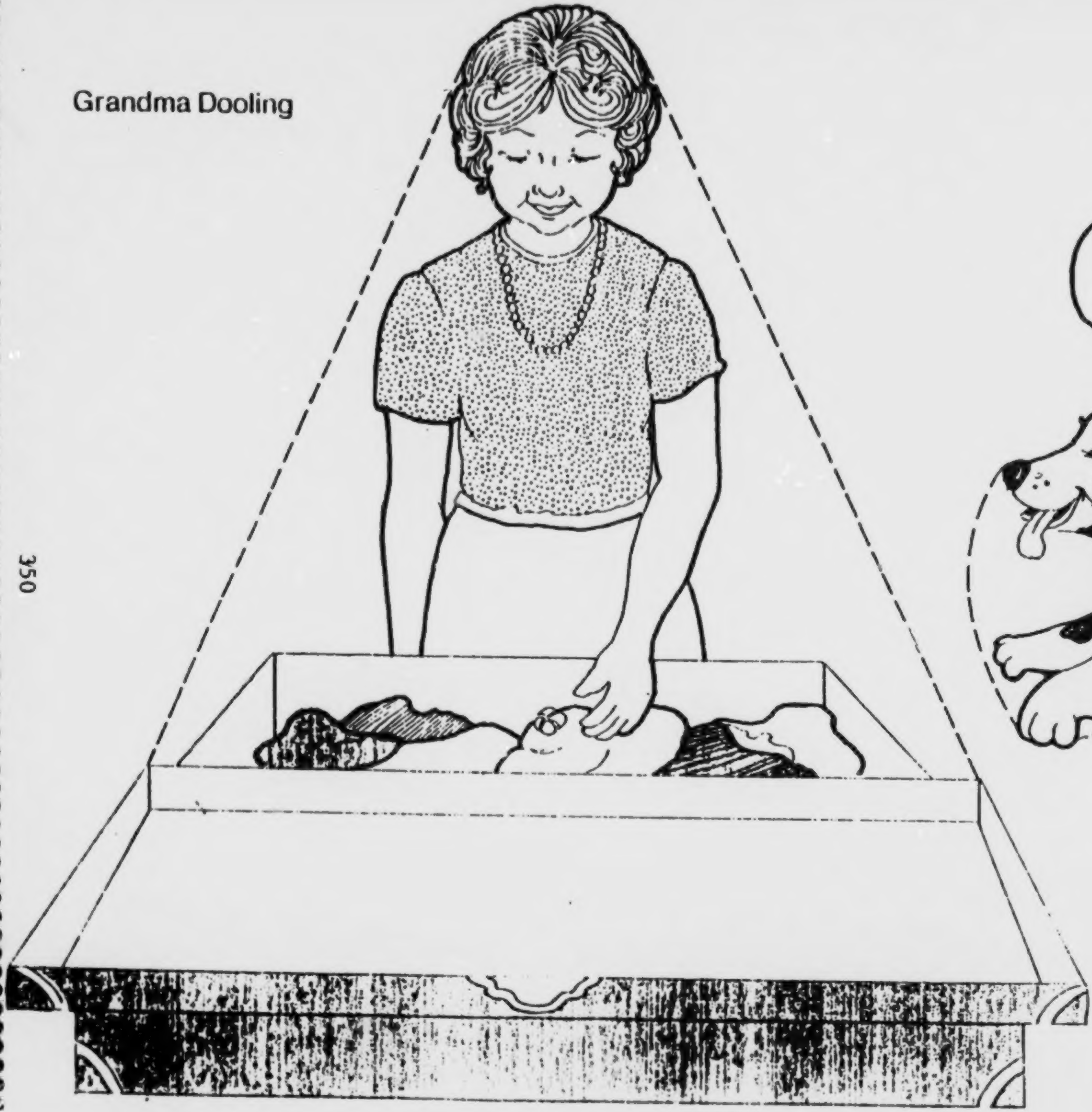
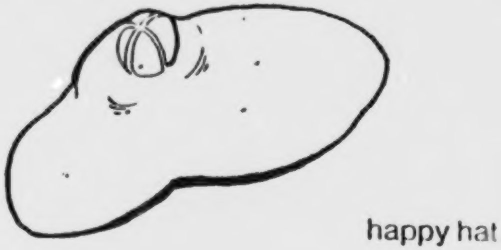
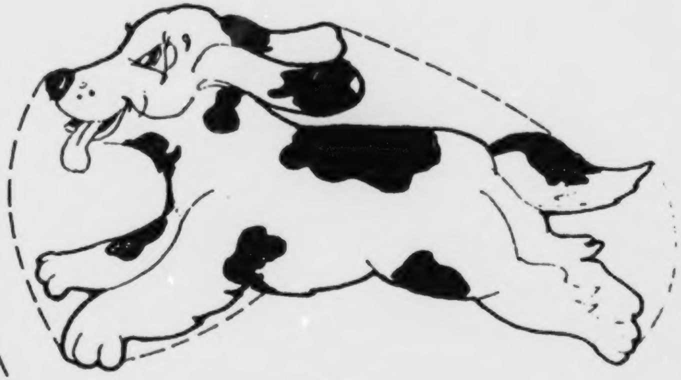
BEST COPY AVAILABLE

Grandma Dooling





happy hat, red



Thump

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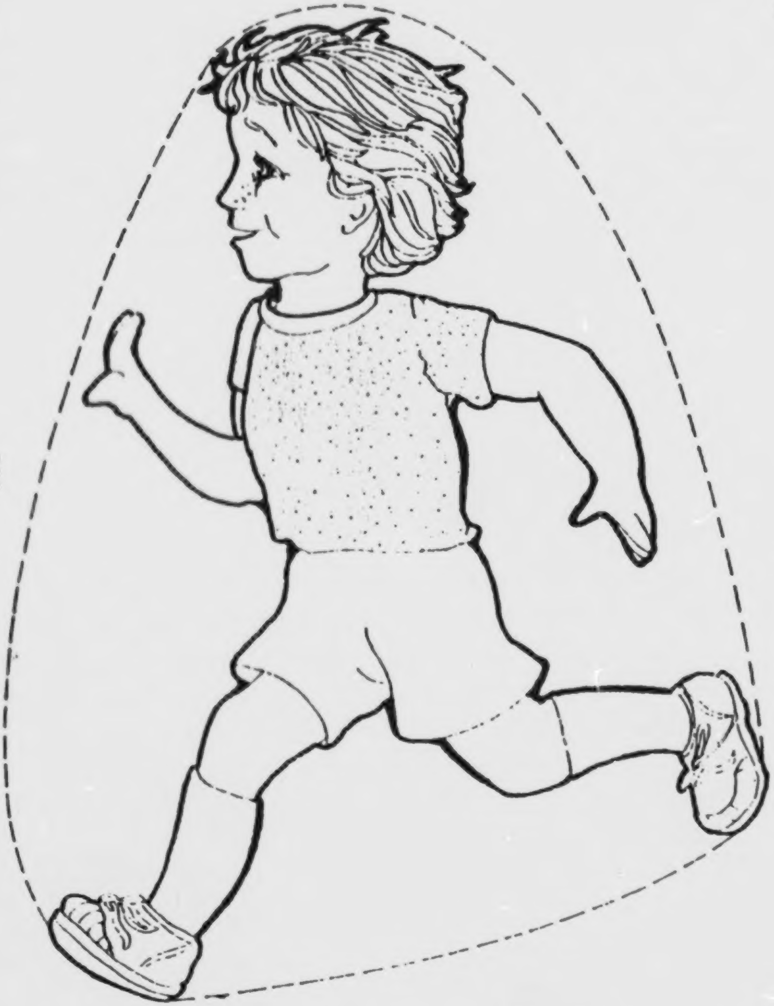
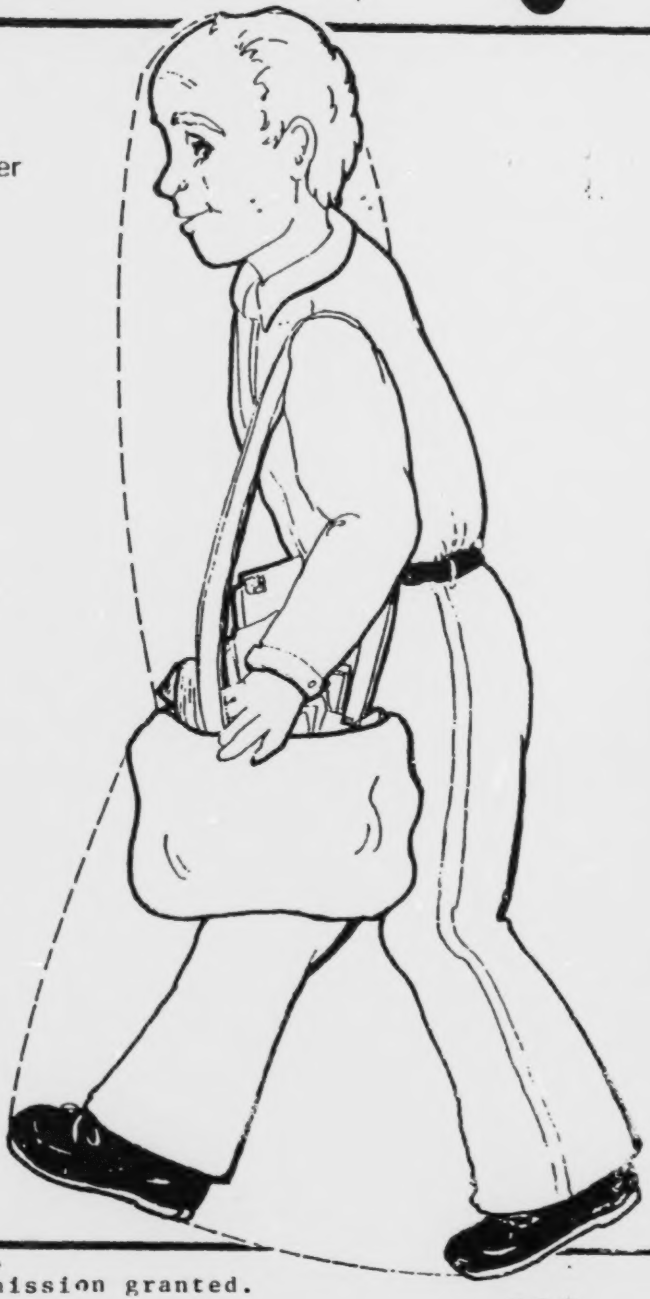


Tommy



mail carrier

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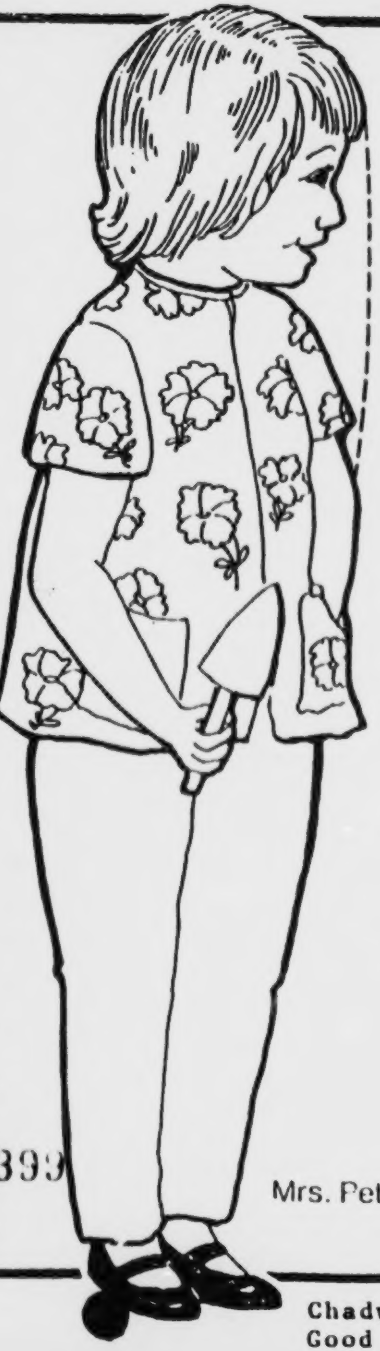
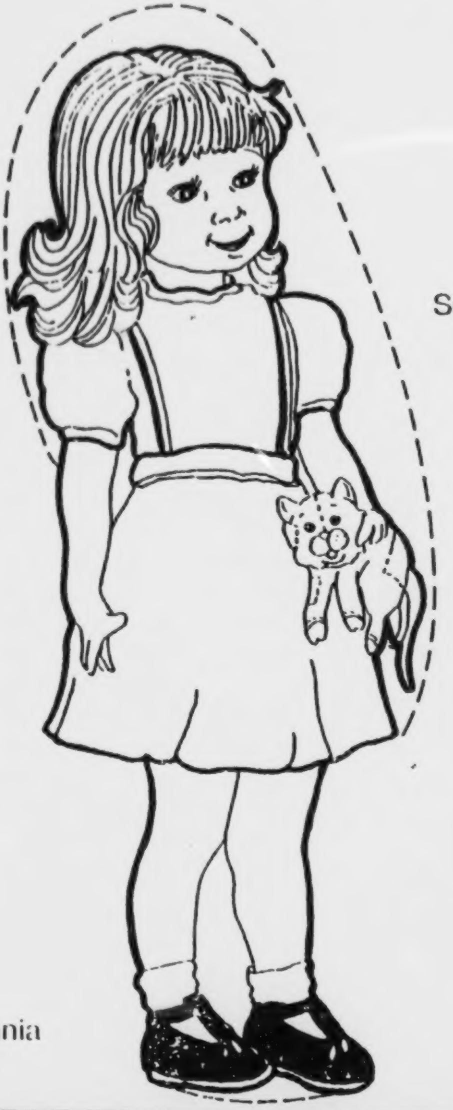
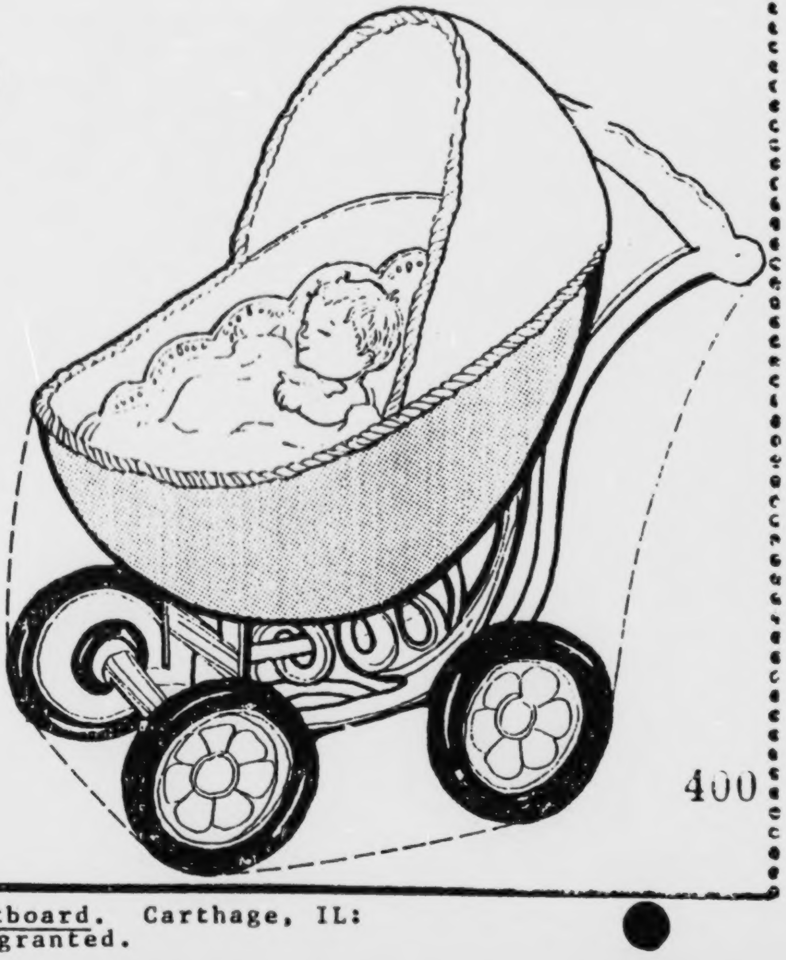


Mrs. Petunia



Susan



baby carriage

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HELP!

Can anybody tell me, please,
a bit about the thing
with seven legs and furry knees,
four noses and a wing?

Oh what has prickles on its chin,
what's yellow, green, blue,
and what has soft and slimy skin?
Oh tell me, tell me, do.

And tell me, what has polka dots
on every other ear,
what ties its tail in twenty knots,
what weeps a purple tear?

Oh what is growling long and low
and please, has it been fed?
I think I'd really better know...
it's sitting on my head.

by JAck Prelutsky

Presentation: On the last line, put a creature fitting the description on your head. Hint: Any wild critter will probably work.

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CHIC CHAPEAU

In former years a well dressed man
was always seen in spats.
The lady sometimes wore white gloves
But always, always hats!--
a feather here, a blossom there,
perhaps a perky bow,
but never was milady seen
without her chic chapeau.

by Ninie Borba

Presentation: While reciting the poem, decorate a plain hat with feathers, bow, and flowers. Show the audience the hat on the last line.

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CAPS 'N HATS

Paul Revere wore one they say
As he galloped from town to town
Some people wear them with a brim
Turned smartly up or down
The Mexican ladies wear them with veils
They're worn by brave Vaqueros
We call them caps, fedoras or hats
In Mexico, they're called sombreros
No matter what we call them
They're classified as hats.
Are you watching what I'm doing?
Well, I'll show you: That's a hat!

Presentation: Use this poem while cutting and glueing the king's hat (exotic hats.)

From This Way To Books. Copyright (c) 1983 by Caroline Feller Bauer.
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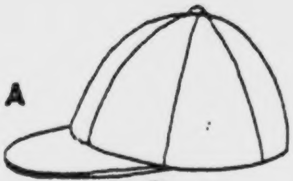
Occupational Hats

Look at each hat on the left side of the page and match it to the person who would wear that hat in his or her occupation. This may be done individually (teacher copies enough sheets for each child to have one) or as a group with the teacher reading the occupations to the children as they tell him which hat goes with which occupation.

A


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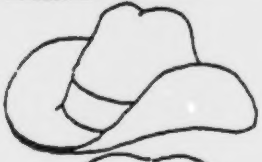

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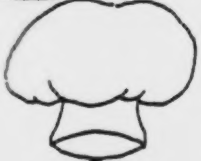

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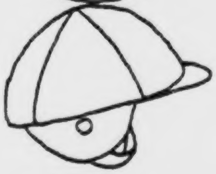

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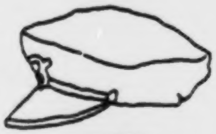

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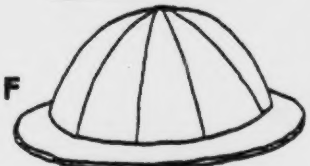

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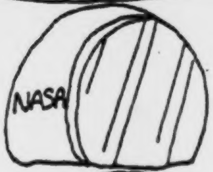

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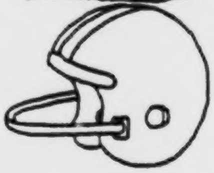

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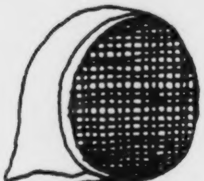

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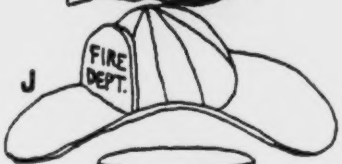

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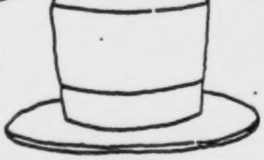

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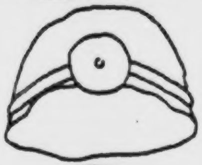

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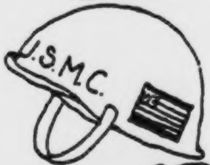

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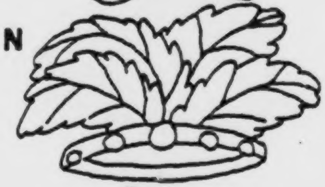

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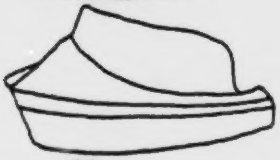

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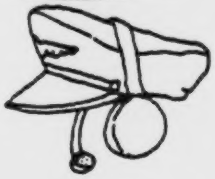


___fireman
___policeman
___soldier
___show girl
___construction worker
___chef
___magician
___pro football player
___baseball player
___rancher
___airplane pilot
___nurse
___jockey
___surgeon
___beekeeper
___astronaut

From Sing and Learn by Carolyn Meyer and Kel Pickens. Good Apple, Carthage, IL.

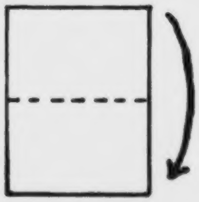
THE RAINHAT

ONCE THERE WAS A LITTLE GIRL who wanted to go outside to play. But her mother wouldn't let her, because it was raining so hard. The little girl didn't want to play inside, because all she had to play with was one piece of paper. So she took the paper and folded it, and folded it, waiting for the rain to stop, but it didn't stop, so she folded the paper some more, and she made herself a rainhat, and put it on, and went outside anyway.

When she got outside, she saw a house burning down, and she wanted to help put out the fire. So she took off her rainhat, and folded it, and folded it, and made herself a firefighter's helmet. Then she went to help put out the fire. She poured on water, and poured on water, until the fire was all out. But the rain kept coming down, and she poured on so much water besides, that there was a flood.

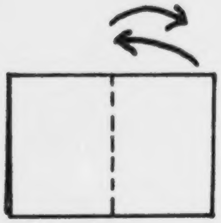
The little girl wanted to go sailing on the flood. But she wouldn't go sailing in a firefighter's hat, so she took it off, and folded it, and made a pirate hat. Then she was all ready to go sailing . . . except . . . she needed a boat. So she took off her pirate hat, and folded it, and folded it, and made a boat. Then she was ready to go sailing. But the flood had covered up lots of things, and the little girl couldn't see them, so she ran right into a car and broke the bow of the boat. She turned the boat around and went right on sailing. Then she ran into a house, and broke the stern off the boat, but she was a brave little girl, and she went on sailing. Then she ran into a library, and broke a hole right in the middle of the boat. Well, with a hole right in the middle of the boat, what happened to the boat?* It sank. But the little girl didn't drown, because she was wearing a life jacket.

1



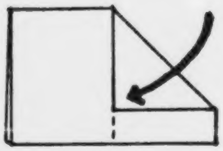
fold rectangular paper in half

2



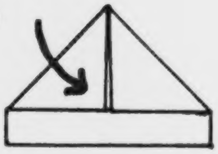
fold again and unfold to make crease

3



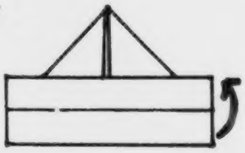
bring top fold down along crease

4



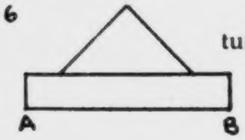
fold other side to match

5



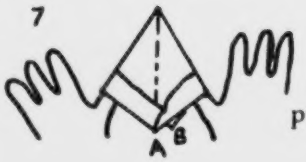
fold one flap up

6



turn over and fold other flap

7



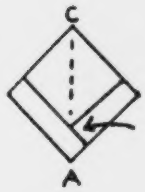
open rainhat, pulling till A touches B

---

*Here is an exception to an otherwise reliable rule: Never ask a question during a story, you will always get an irrelevant reply. But somehow this question always (knock wood) elicits the right response.

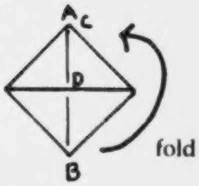
From JUST ENOUGH TO MAKE A STORY by Nancy Schimmel, available from
Sisters' Choice Press, 1450 - 6th St., Berkeley, CA 94710-1431.

8



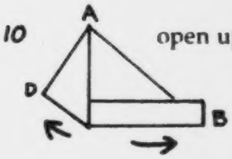
tuck one bottom flap
behind other

9



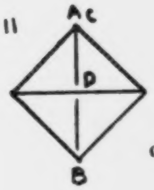
fold front up so A touches C

10



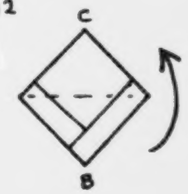
open up to firefighter's helmet

11



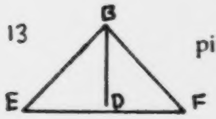
close again

12



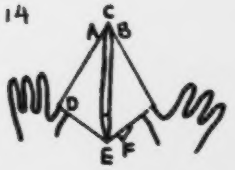
turn over, fold B up to C

13



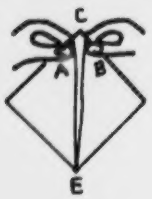
pirate hat

14



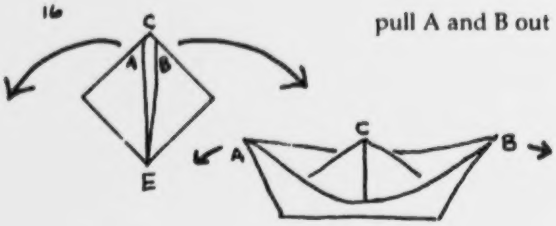
open pirate hat,
pull till E touches F

15



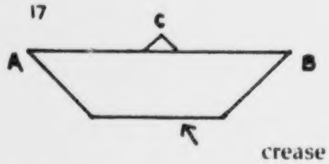
pinch A and B

16



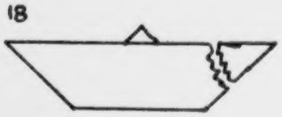
pull A and B out

17



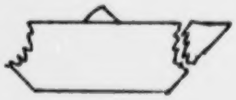
crease bottom fold of boat

18



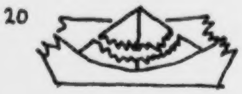
tear off bow

19



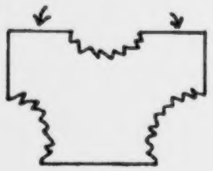
turn boat around,
tear off stern

20



tear off peak, show hole,
lower boat

21



unfold to life jacket
(shoulders still folded),
raise jacket

From JUST ENOUGH TO MAKE A STORY by Nancy Schimmel, available from
Sisters' Choice Press, 1450 - 6th St., Berkeley, CA 94710-1431.

PEDDLE CAPS TO MUSIC

Materials you will need: many caps, cassette tape or record, tape player or record player.

1. Sit in a chair and let a child place several caps on top of your head. Slowly get up from the chair, stretch out your arms for balance and walk around the circle time rug with the caps on your head. Call out, "Caps! Caps for sale! Fifty cents a cap!"
2. Select three or four children to balance caps and let the other children place the caps one at a time on the children's heads.
3. After a fewpractice rounds, exchanging peddler's roles, start the music and the peddler's walk about the area until the music stops.
4. Stop the music and select new peddlers. Start the music and the children placing the caps on the peddlers' heads must get the caps balanced before you stop the music again.
5. Restart the music for the new peddlers to parade with their caps.

"Peddle Caps to Music" is reprinted from Story S-t-r-e-t-c-h-e-r-s by Shirley C. Raines and Robert J. Canady. Available from Gryphon House, PO Box 275, Mt. Rainier, MD 20712. 1-800-638-0928 $14.95 plus $2.50 for shipping.

MAGIC HAT

Place an imaginary hat on a chair or table. Tell the listeners that this hat is full of objects from a story--big things, tiny things, and amazing things. Have someone come up, take something from the Magic Hat, and pantomine how that object is used. Each person must consider not only the object but who uses it, how to use it, and when to use it. The objective of this pantomine activity is to see if each person can create an illusion and if the audience can identify the object.

If they wish, the participants could then develop the objects into an original story.

From Storytelling Activities by Norma J. Livo and Sandra A. Riety. Copyright (c) 1987. Libraries Unlimited, Inc., Englewood, Co.

MUSICAL HATS

Have the children sit in a circle. Choose one child to be "It" and give the child a hat. Have the child sit in the middle of the circle, close his or her eyes, then toss out the hat. Have the child closest to the hat pick it up and start passing it around the circle as you play the music. When you stop the music, let the child holding the hat trade places with the child in the middle and become the new "It". Continue playing the game until everyone has had a turn being in the middle.

From 1-2-3 Games by Jean Warren, (c) 1986. Warren Publishing House, Inc., P.O. Box 2250, Everett, WA 98203.

FUNNIEST HAT CONTEST

One day insummer (preferably early summer), have kids come to the library in funny hats. Take Polaroid photos (or regular ones), have each child fill out a form withname, phone and description of hat. Librarians choose funniest hat; could have many awards (silliest, biggest, buggiest, bookiest.) Make big display with photos and any hats kids are willing to loan to the library; could also choose best hats by displaying photos and inviting all library patrons to vote on hats.

Greene, Grace W. Library Laugh-In: 1991 Summer Reading Program. Vermount Department of Libraries, 1991. Permission granted.

I Just Hope I Find a Job for Me That Turns Out to Be Fun!

(Sung to the tune of "Oh, Susanna!") Key: F Major

F C_7
There are many people working jobs in our community.
F C_7 F
When I see these folks it makes me wonder what I'm going to be.
F C_7
Will I work outside or in a shop or in a building tall?
F C_7 F
Will I have a business of my own or work inside a mall?

B^b F C_7
Lawyer, teacher, or a librarian?
F C_7 F
I just hope I find a job for me that turns out to be fun!

F C_7
Could I be a dentist or a cook or be a zookeeper?
F C_7 F
Could I be a doctor or a nurse or be a carpenter?
F C_7
Could I be a baseball player or a famous magician?
F C_7 F
Could I be an artist or a writer or a beautician?

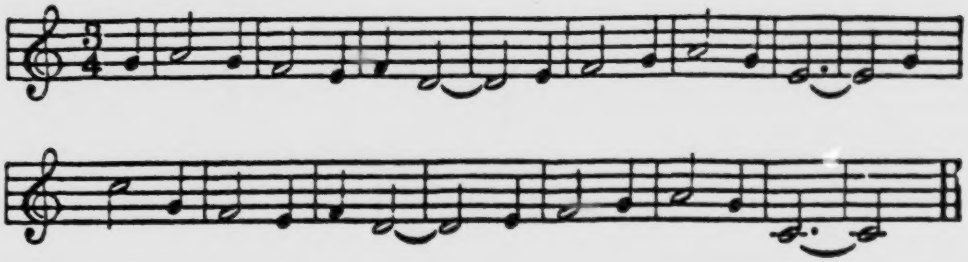
B^b F C_7
Painter, jockey, or work on construction?
F C_7 F
I just hope I find a job for me that turns out to be fun!

F C_7
Could I be a salesman, editor, or be a scientist?
F C_7 F
Could I be a farmer, optician, or be a pharmacist?
F C_7
Could I be a rock star, actress, or a dental assistant?
F C_7 F
Could I be a barber, engineer or a secret agent?

B^b F C_7
A policeman or X-ray technician?
F C_7 F
I just hope I find a job for me that turns out to be fun!

From Sing and Learn by Carolyn Meyer and Kel Pickens. Good Apple, Carthage, IL.

MEIN HUT, DER HAT DREI ECKEN



My hat it has three corners;
Three corners has my hat;
And had it not three corners,
It would not be my hat.

Mein hut er hat drei Ecken;
Drei Ecken hat mein Hut;
Und hat er nicht drei Ecken;
Denn das ist nicht mein Hut.

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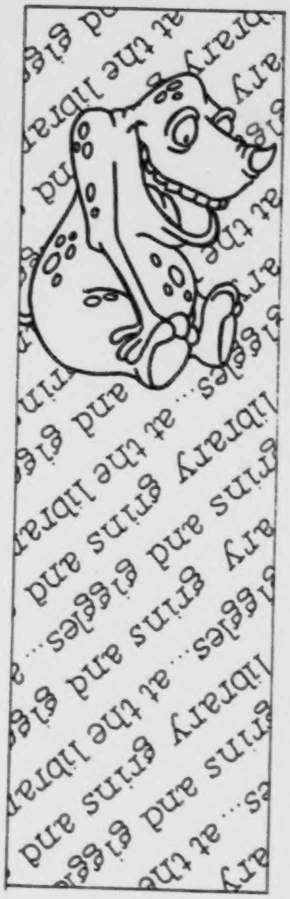
LAGNIAPPE 4

Activities & Games
Coloring Pages
Crafts
Jokes, Riddles, & Puns
Poems
Songs
Stories


library grins and giggles... at the library

BEST COPY AVAILABLE

BALANCING THE BOOKS

Stretch out a long narrow ribbon or a piece of string along the floor and weight it with a book at each end. Now put three books on your head and walk along the line, arms stretched out to the sides. Can you get to the end of the string without dropping the books?

Let everyone have a try. Those who were successful try again with four books. Add an extra book each time to find the champion.

Needless to say, if the onlookers see any foot stray from the line, that person is out.

ALL KINDS OF EGGS

Which are the eggs that make you cry out?
Exclamations (eggs-clamations) of course!
Which are the eggs which take you on an outing?
Excursion (eggs-cursion).

See if you can solve the questions below. The answers all begin with "ex," but we're pronouncing it as "eggs."

1. Which are the eggs that make you breathe out?
2. Which are the eggs that give an apology?
3. Which are the eggs given out by a car engine?
4. Which are the eggs that explain in detail?
5. Which are the eggs that are always outside?
6. Which are the eggs overflowing with high spirits?
7. Which are the eggs putting on a public display?
8. Which are the eggs that hurry things along?

1. exhale; 2. excuse; 3. exhaust; 4. explicit;
5. external; 6. exuberant; 7. exhibition; 8. expedite.

SLEEPING PIRATE

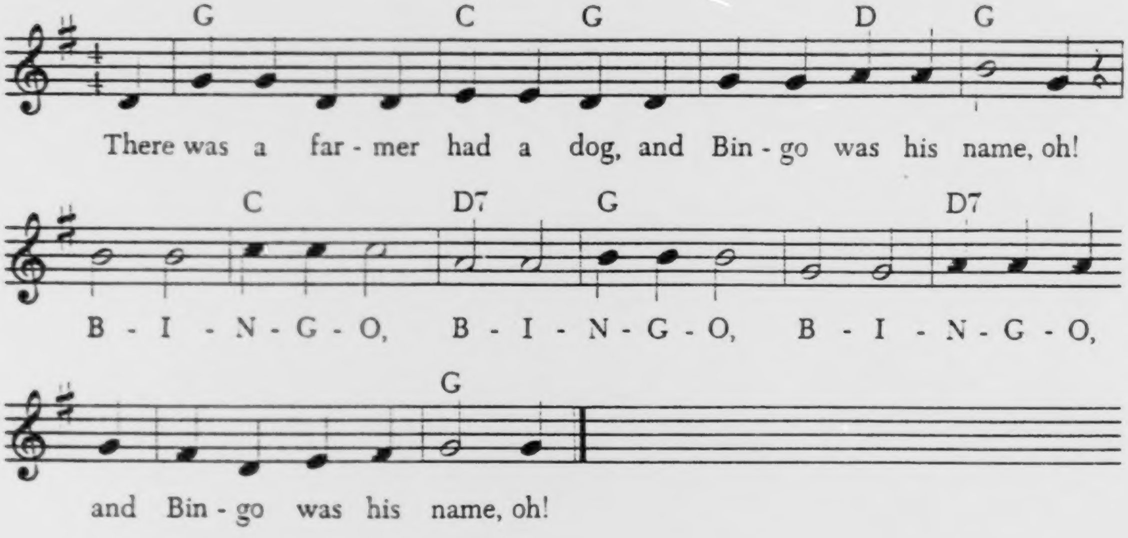
A similar version of this very old game of skill was played by children in Roman times. It is best to play on a warm, windless day.

One player, the Pirate, sits blindfolded on a log or stool with an empty matchbox at his or her feet. The other players form a wide circle around him, say 40 to 50 yards (36-45 m) away. They have to approach the Pirate stealthily and snatch the matchbox from his feet without his knowledge. The first to do so is the winner.

If the Pirate hears your breathing or movements, he claps his hands and points to you. If he's right, you're out of the game.

Reprinted by permission of Sterling Publishing Co., Inc., 387 Park Avenue
South, New York, NY 10016 from A Game A-Day Book by Gyles Brandreth, (c) 1984.

Bingo


G C G D G
There was a far - mer had a dog, and Bin - go was his name, oh!
C D7 G D7
B - I - N - G - O, B - I - N - G - O, B - I - N - G - O,
G
and Bin - go was his name, oh!

From Shoes, Pennies, and Rockets by Ralph Alan Dale, illustrated by Jerry Pinkney. New York : L.W. Singer Co., Inc., a subsidiary of Random House, (c) 1968.

HOW TO PLAY THE GAME

This is a singing game with motions. The song is sung six times.

MOTIONS

1. The first time the song is sung, everyone sings and spells out the word B-I-N-G-O.
2. The second time, everyone claps for B instead of singing it.
3. The third time, everyone claps for both B and I instead of singing them.
4. The fourth time, everyone claps for B, I, and N.
5. Keep on singing the song, leaving out one more letter and clapping instead. The sixth time the song is sung, all six letters are left out, and everyone claps for B-I-N-G-O. All the other words in the song are sung.

TO PLAY THE GAME COMPETITIVELY

One child stands in the middle while the others form a circle.

When B-I-N-G-O is sung, the player in the middle points to a child who sings B, to the next child who sings I, and so on.

On the second time around, the child who sang B must remember to clap instead of singing while the others sing their letters.

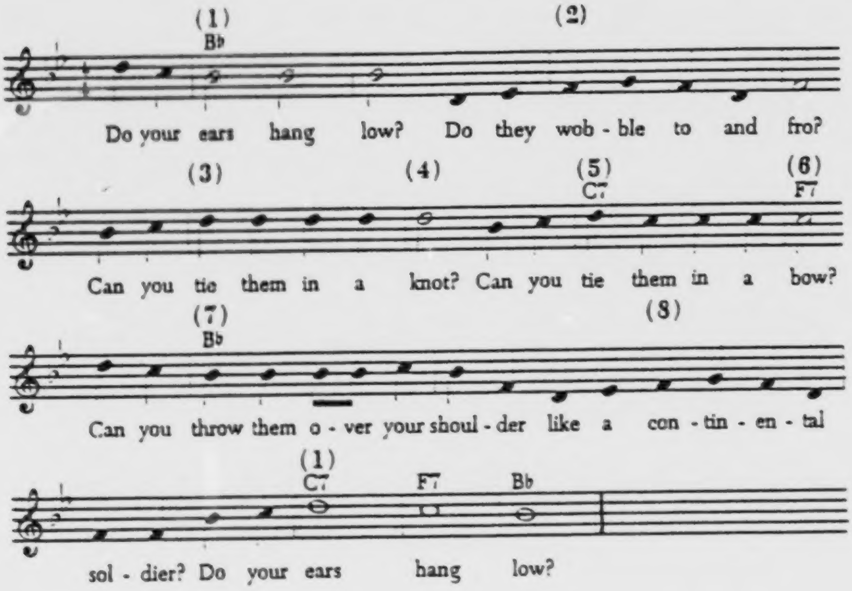
On the third singing, the child who has the B and the child who has the I must both remember to clap.

Do the same with N, G, and O.

The sixth time around, each of the six players must remember to clap a letter instead of singing it.

Players drop out when they make mistakes until only the winner is left.

Do Your Ears Hang Low?


(1)
Bb
(2)
Do your ears hang low? Do they wob - ble to and fro?
(3)
(4)
(5)
C7
(6)
F7
Can you tie them in a knot? Can you tie them in a bow?
(7)
Bb
(8)
Can you throw them o - ver your shoul - der like a con - tin - en - tal
(1)
C7
F7
Bb
sol - dier? Do your ears hang low?

HOW TO PLAY THE GAME

Players may form a circle or stay in their seats. Any number can play. The song is sung with motions. Each time it is sung, the words and motions get faster and faster.

MOTIONS

1. At (1) put your thumbs to your ears and wave your fingers.
2. At (2) keep your hands in your ears and shake your head from side to side.
3. At (3) put your hands in front of your chest with your index fingers pointing toward each other. With your index fingers, make circles in one direction.
4. From the circles in (3) pull a knot by moving your index fingers apart at (4).
5. At (5) make circles again—this time in the other direction.
6. At (6) pull the index fingers apart to make a bow.
7. At (7) throw both hands over one shoulder.
8. At (8) salute with your right hand.

TO PLAY THE GAME COMPETITIVELY

Any player who makes a mistake is out of the game. Keep playing until only the winner is left.

From Shoes, Pennies, and Rockets by Ralph Alan Dale, illustrated by Jerry Pinkney. New York : L.W. Singer Co., Inc., a subsidiary of Random House, (c) 1968.

Erma Pachyderm

ACTION VERSE
Children are standing

Walk heavily	Erma Pachyderm is a little overweight,
Each foot steps down hard	But the circus has her picture out in front.
Chew, chew	Everyday they feed her hay,
Puff cheeks out	So I guess she'll stay that way:
Put arms out to side to show fat	She's a roly-poly lady elephant!

Oliver the Elephant

ACTION VERSE
Children are standing

Sneeze	Oliver Elephant happened to sneeze,
Fall to knees	And all of a sudden he fell to his knees!
Struggle	It's hard to get up
Struggle and wipe brow	When you're built like a truck
Get up with ease	But Oliver did it with ease.

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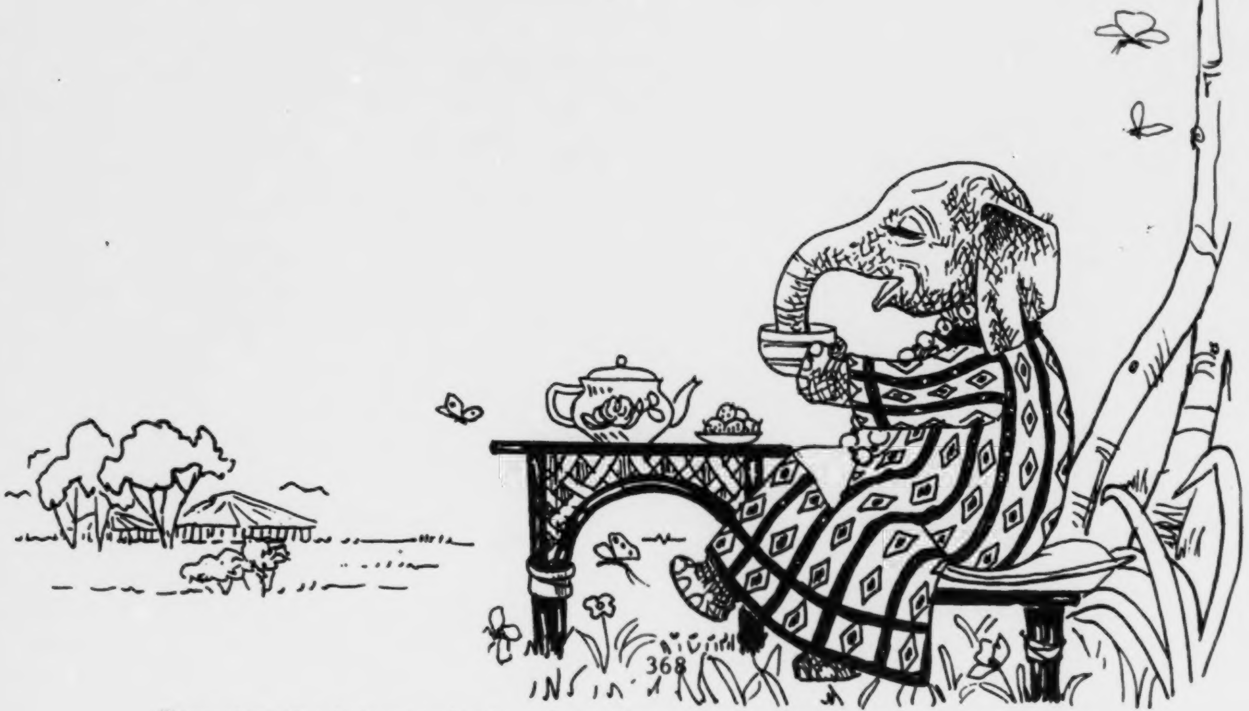
Penelope Elephant

FINGERPLAY
Children are standing

	Penelope Elephant's yellow umbrella
Look up	Got stuck in the top of a tree.
Sit down	This elegant elephant lady decided
Settle into sitting position	To have a cup of tea:
Drink "tea"	"I'll sip my drink and sit a while,
	And soon the wind will blow;
Look up & follow "umbrella" coming down slowly	And down will come my yellow umbrella
	And off again I'll go."



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Feature Article

Learning About Jelly Fish

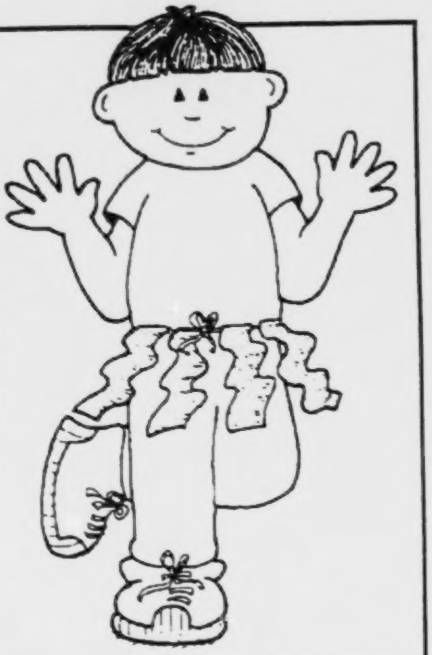
By Susan Peters, Upland, CA

Jelly Fish Facts

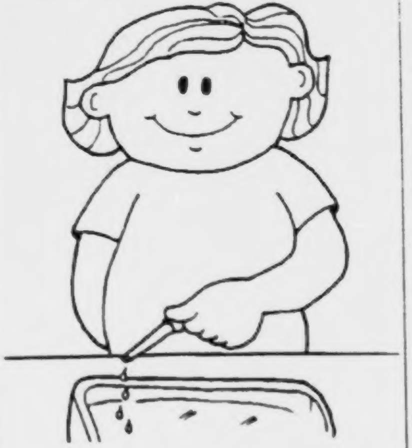
- Jelly fish live in the sea, usually along the coast.
- There are various colors of jelly fish, including clear and pale orange, pink and blue.
- Jelly fish swim by taking water inside their bodies and then pushing it out to propel themselves upward.
- Jelly fish catch fish to eat by stinging them with their tentacles.

Movement

Attach crepe paper streamers to a length of yarn. Select one child to be the Jelly Fish and tie the streamer-covered yarn around his or her waist for tentacles. Let the other children pretend to be fish. Have the Jelly Fish chase the fish and try to touch them with his or her "tentacles." When a fish is caught by the Jelly Fish it must stand still. The last fish touched is the next Jelly Fish.



Science



Set out a large dishpan of water and some eye droppers, kitchen basters or squeeze bottles. Let the children pretend to be jelly fish swimming around and use the droppers to take water in and squeeze water out.

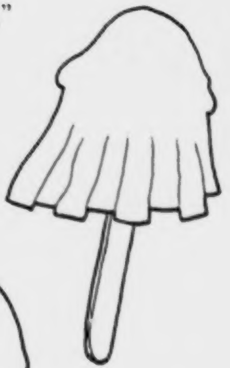
Learning Game

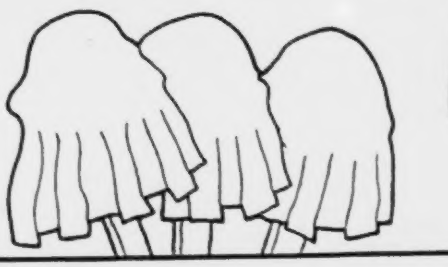
Cut out a jelly fish shape in each of the following colors: orange, pink, blue and clear (use clear self-stick paper). Attach a Popsicle stick to each shape to make a puppet. Then hold up one of the puppets and sing the song below, letting the children name the color of the jelly fish as indicated. Continue with the remaining puppets.

Sung to: "My Bonnie Lies Over the Ocean"

This jelly fish lives in the ocean,
This jelly fish lives in the sea.
This jelly fish lives in the ocean,
Oh, (name of color) jelly fish swim by me.

Susan Peters





From Totline Newsletter, July/August 1990 by Susan Peters. Warren Publishing House, Inc., P.O. Box 2250, Everett, WA 98203.

ANIMAL, BIRD, OR FISH

Players will be flying high, sailing along, and climbing the walls with this pantomime game.

MATERIALS

None

ROOM ARRANGEMENT

Open space

TIME

15 minutes

DIRECTIONS

1. Divide players into two teams. Teams position themselves in corners of the room opposite each other. A leader is chosen to stand in the center — equal distance from each team.

2. Each team sends one player to the leader in the middle who whispers to each the name of an animal, bird, or fish. If the leader says *monkey*, for example, each player runs back to his or her team, to act out a monkey in pantomime.

3. When a team member guesses *monkey* the pantomiming player runs back and touches the leader, saying "Monkey!" The first player back to the leader is the winner.

From The Incredible Indoor Games Book by Bob Gregson. 1982 (c) Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321

BREAD PAINTINGS

Here's an activity that is not only fun to do but good to eat. Bread paintings can transform any everyday sandwich into a work of art using materials found in almost any kitchen.

MATERIALS

2 slices of white bread for each player
Assorted food colorings
2 quarts of milk
A paper cup for each player
A new paint brush for each player *or* a supply of cotton-tipped swabs
Toaster

ROOM ARRANGEMENT

Individual work areas for each group of five or six players

TIME

30 to 40 minutes

DIRECTIONS

1. Have the players form groups of five or six. Supply each group with five or six paper cups filled with small amounts of milk. Add a little food coloring to each cup of milk. Give each player two slices of bread.

2. Players should use new brushes or cotton-tipped swabs to apply the milk-paint. To keep colors bright, tell players to keep brushes separate and not mix colors.

3. This is a good project to experiment with different painting styles. Try scribbling a design with one color, then fill in the spaces with other colors and patterns. Brush stripes in one direction with one color, then brush stripes of another color at right angles to create a plaid pattern. Draw pictures of stars and rainbows or just cover the bread with multicolored dots. Be careful not to get bread too soaked with milk.

4. Dry the bread paintings in a toaster set for light toast. When everyone has finished making edible art, other transformations will happen with each bite.

From The Incredible Indoor Games Book by Bob Gregson. 1982 (c) Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321 ;

DOT'S DOT

If you've ever completed a dot-to-dot drawing, you realize that there is usually only one solution. In this version, absolutely nobody knows what the picture will be! The only solution is in the imagination of the player.

MATERIALS

A sheet of standard-sized blank paper for each player
A pencil for each player

ROOM ARRANGEMENT

As is

TIME

20 minutes

DIRECTIONS

1. Keep everyone seated in the usual places. Give a sheet of paper and a pencil to each player.
2. Have each player cover the surface of the paper with twenty to thirty dots. Most sure that the dots are large and easy to see. They should be scattered randomly over the paper.
3. Each player passes his or her paper to a neighbor.
4. Tell players to look hard at the dots to see if they can imagine pictures and then connect the dots so that the picture emerges. This isn't as easy as it seems. Sometimes turning the paper in different directions is helpful. Encourage far-out solutions to this perplexing problem.
5. After the dots have been connected and drawings are complete, have each player exhibit his or her drawing.

From The Incredible Indoor Games Book by Bob Gregson. 1982 (c) Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321

CLAPPING CLUES

With everyone applauding throughout this game, it's difficult to tell who's losing and who's winning.

MATERIALS

None

ROOM ARRANGEMENT

As is

TIME

15 minutes

DIRECTIONS

1. One person is selected to go out of the room. The rest of the group picks an object for the person to find.

2. The person returns to try to find the object while the group claps. As the person gets closer to the object the claps become loud and enthusiastic. If the person gets farther away from the object, the claps become quiet and weak.

3. When the object is finally found, the person gets a standing ovation!

VARIATION

Have two people go out of the room while the group members pick a movement or gesture the absent two must do together when they return — shake hands, stick out tongues, hop on one foot, and so on. When the partners return, they must try all kinds of activities in order to find the right one. As the partners get closer to doing the activity — for example, if the activity is to shake hands and they are beginning to wave their arms — the applause becomes louder until they hit upon the right gesture. At that moment they get a standing ovation as they bow to the audience while doing their gesture.

From The Incredible Indoor Games Book by Bob Gregson. 1982 (c) Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321:

INVASION OF THE PAPER-BAG PUPPETS

Don't just think of this as another old activity.
Prepare yourself for a puppetulation explosion.

MATERIALS

A paper bag for each player (lunch bag size)
Assorted colored paper
Paper plates
Yarn, buttons, fabric scraps, foil, and other leftover materials
Scissors
Masking tape or cellophane tape
White glue

ROOM ARRANGEMENT

As is

TIME

30 minutes

DIRECTIONS

1. Players can sit at their usual places and share materials. Pass out a paper bag to each person and distribute scissors, glue, tape, and the decorative supplies.

2. Before players begin to decorate puppets, talk with everyone about an imaginary land from which all the puppets come. What kind of place is it? Do inhabitants live in the same manner as we do? What do they wear? What do they look like? What do they sound like? After some discussion about these puppet creatures, everyone can begin to make his or her own creature.

3. Encourage players to cut and paste paper and scraps rather than just draw with felt-tipped markers. Hair can be fringed paper, tongues can be cut fabric, and tails can be braided yarn. Fold a paper plate in half and attach it for an instant mouth, or use paper plates for ears and arms.

4. As more and more puppets from the imaginary land begin to invade the classroom they will probably begin to explore their new-found landscape. Students may interact with puppet gibberish or you may want to teach them a few games that we play here on our planet. Try sitting in a circle and letting the puppets play some games, such as No, No, No! (page 43) or A What? (page 51).

From The Incredible Indoor Games Book by Bob Gregson. 1982 (c) Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321.

KNOT ME!

Are the people in your group fit to be tied? This game will help them unwind.

MATERIALS

None

ROOM ARRANGEMENT

Open space

TIME

10 minutes

DIRECTIONS

1. All but two players join hands and form a circle. The two players not in the circle turn away from the circle and close their eyes.

2. The players in the circle twist themselves into a human knot by going over, under, and around arms, legs, and bodies without breaking hands.

3. The players whose backs are turned can open their eyes and try to figure out how to untangle the group. The group must cooperate with the two untanglers as they try to reverse the twisted knot.

From The Incredible Indoor Games Book by Bob Gregson. 1982 (c) Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321 :

A LONG STORY

This experiment in cooperative storytelling may not only become the world's longest story, but also the tallest one!

MATERIALS

A roll of business machine paper (used with adding machines, cash registers, and so on)
A pencil for each player

ROOM ARRANGEMENT

Open space

TIME

15 to 25 minutes

DIRECTIONS

1. Arrange players in a single line, side by side, and have them sit on the floor. Give each player a pencil. Roll out a ribbon of white business machine paper across the floor in front of the players.

2. Each player is limited to adding three words in each turn to the story line. One by one, players add their words, connecting them to the words of the last player. Players can read the last few words before making an addition, but they should not worry about making perfect sense.

3. After a player adds three words, he or she can go to the end of the line for another turn. It's up to you how long the story gets to be and how many turns the group should have.

4. The last player to add something can add the last few words to finish the sentence. Four or five readers should take turns and read the story aloud to the group.

From The Incredible Indoor Games Book by Bob Gregson. 1982 (c) Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321 :

MUTUAL MONSTERS

What would happen if we could switch heads, torsos, and legs with other people? We'd come up with some strange combinations. Prepare yourself because here we go!

MATERIALS

A sheet of any standard-sized paper for each player
A pencil, a crayon, or a felt-tipped marker for each player

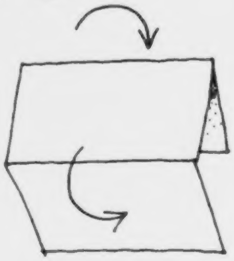
ROOM ARRANGEMENT

As is

TIME

20 minutes

1.



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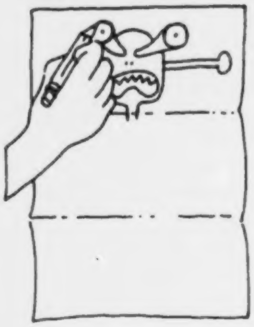


DIRECTIONS

1. Give each player a piece of paper and a pencil. Have everyone fold the paper into thirds.

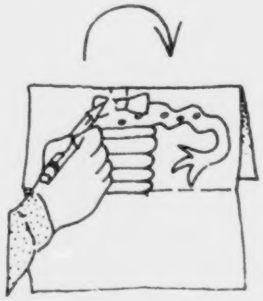
2. On the top third of the paper, each player is to draw the head of a person, an animal, or a made-up creature, continuing the lines of the neck a little bit past the fold. Then players are to fold back the tops so that the pictures are not visible to anyone.

3. Each person then passes his or her sheet to a neighbor who is to draw a torso and arms in the middle third without looking at the head drawn on the top third. The lines again should be extended slightly beyond the next fold. Once again papers are folded so that the pictures cannot be seen, and then passed along.

4. The last player connecting the lines adds legs on the bottom third of the paper.

5. When all players have finished drawing, the sheets are unfolded and shown to the whole group.

3.



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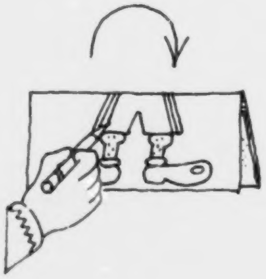

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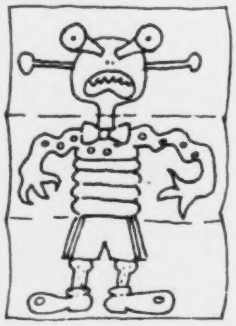

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VERY HUNGRY CATERPILLARS

AGES: 2-6.

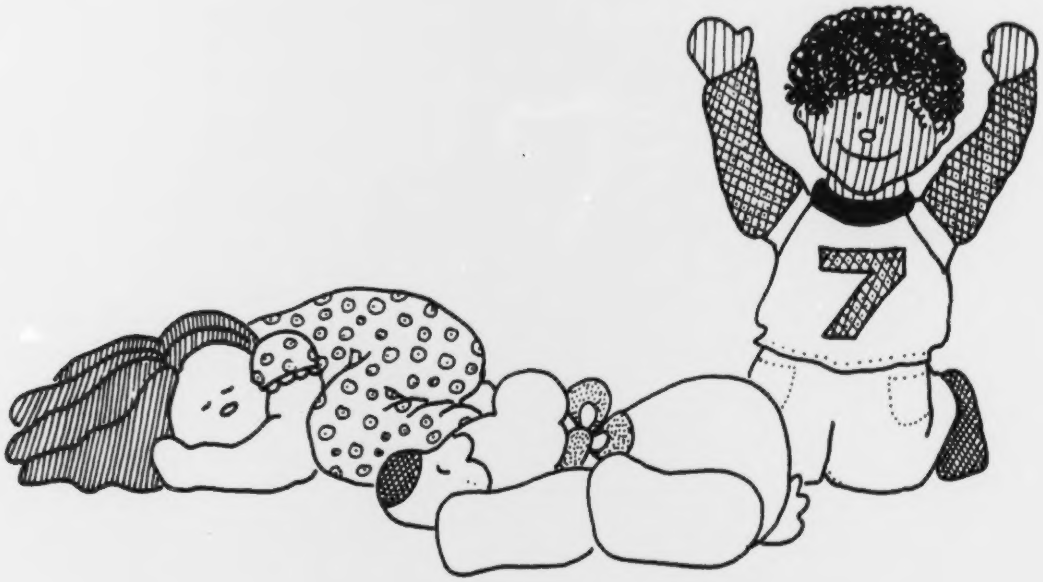
NUMBER OF PLAYERS: 2-6.

MATERIALS: *The Very Hungry Caterpillar* by Eric Carle.

PREPARATION: None.

GAME:

Have the children sit with you in a semicircle while you read aloud *The Very Hungry Caterpillar.* Let your children retell the story, taking turns naming all the things the caterpillar ate. At the end of your version of the story, have the children pretend to be "very *full* caterpillars" who roll up into balls and go to sleep. When you clap your hands and say "Caterpillars wake up!" have them slowly unroll, flap their beautiful new wings and pretend to fly away. Let them "fly" around the room for a few minutes. Then clap your hands and say "Butterflies land!" When the children are seated, let them take turns telling where they would fly away to if they had wings.



Jean Warren
1-2-3 Games
Warren Publishing House, Inc.

WRAP-UPS

Children often like to decorate themselves in the most outlandish ways. Dressing up in unusual ways helps them to feel like brand-new people. This is an activity that will really get them in shape.

MATERIALS

Fabric scraps
String or yarn

ROOM ARRANGEMENT

Open space

TIME

30 minutes

DIRECTIONS

1. For this game, collect as many fabric scraps as you can — the more the better.
2. Push all the furniture to the corners of the room to create an open space. Place the fabric scraps and string in the center of the space.
3. Have each person pick a body part to transform using fabric scraps. To get started, suggest that they can wrap and stuff fabric to create cone-heads, huge clown feet, great muscular arms, and fat stomachs. Fabric might be wrapped around limbs or tied on with string. Coats and jackets can be worn over new body shapes to complete the transformation.
4. After these creatures have been created, organize a parade through the room, or ask the children to dance a slow-motion ballet.

From The Incredible Indoor Games Book by Bob Gregson. 1982 (c) Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321

GUESS WHO IN THE ZOO

AGES: 2-5.

NUMBER OF PLAYERS: 2-10.

MATERIALS: None.

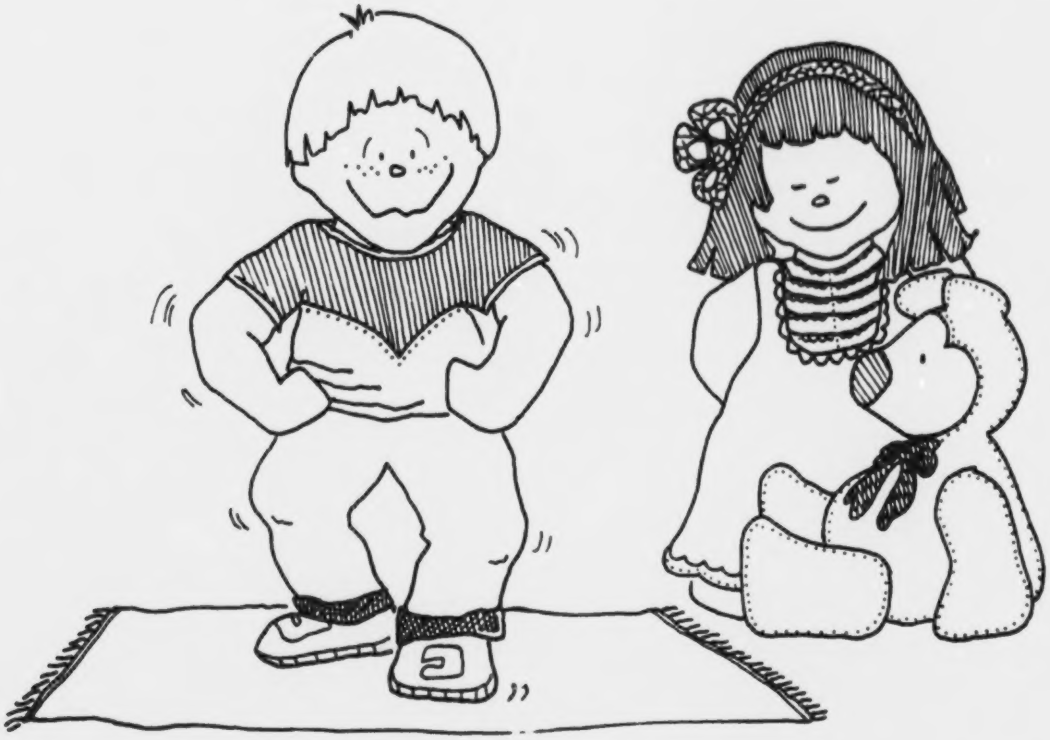
PREPARATION: None.

GAME:

Have the children sit in a circle to make a "zoo." Ask them to tell about their experiences at the zoo and to name some of their favorite animals. Let each child have a turn going into the zoo and acting out the movements of a different animal. Have the other children try to guess the animal's name. Let the child who guesses correctly either have the next turn or choose someone else to go into the zoo. If the children are unable to guess correctly after three tries, let the actor reveal his or her animal and choose another child to have the next turn.

VARIATION:

Play the same game using farm animals or favorite pets.



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IN AND OUT THE WINDOWS

AGES: 3-8.

NUMBER OF PLAYERS: 5-10.

MATERIALS: None.

PREPARATION: None.

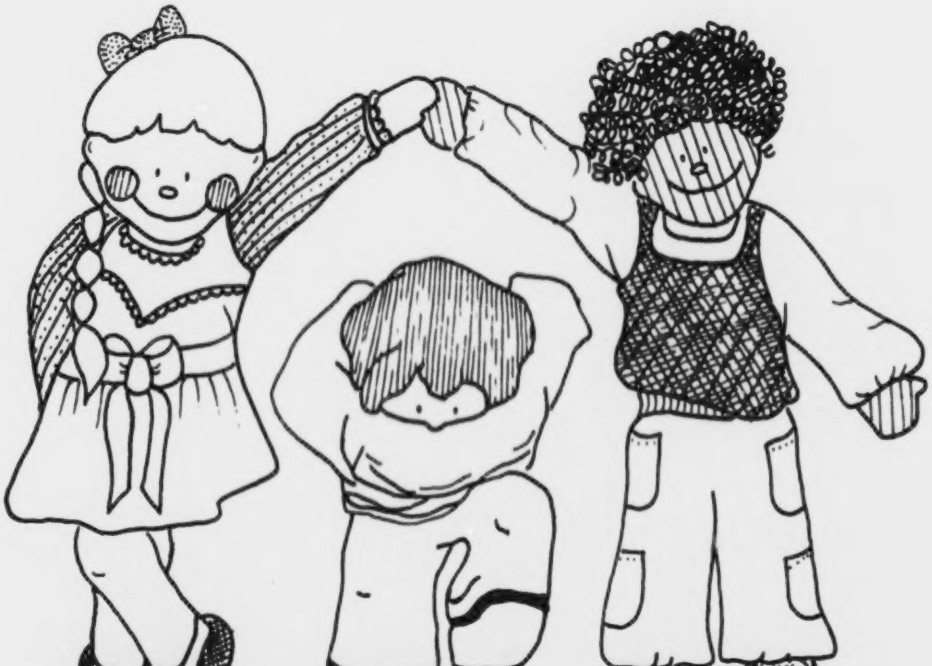
GAME:

Have the children stand in a circle and join hands to form "windows." Choose one child to stand in the middle. Have the child name a creature that flies, such as a butterfly, bee or flying horse. Then let the child pretend to be that creature as he or she "flies" in and out the windows. Have the children in the circle raise and lower their arms as everyone sings:

Sung to: "In and Out the Window"

Fly in and out the windows,
Fly in and out the windows,
Fly in and out the windows,
Little (butterfly/tiny bee/etc.).

Sing the verse twice while the child passes through the windows. Then choose another child to be the next flying creature. Continue playing until all the children have had turns.



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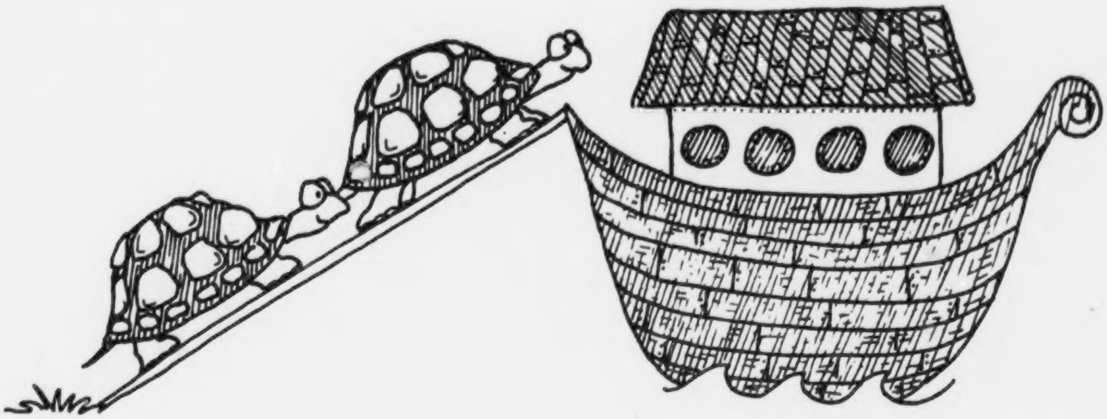
NOAH'S ARK



AGES: 2-8.

NUMBER OF PLAYERS: 4-10.

MATERIALS: None.

PREPARATION: None.

GAME:

Have the children sit in a circle and join hands. Ask them to pretend they are Noah's Ark and that the waves are rocking them all around. Let the children rock back and forth together while everyone sings:

Sung to: "Row, Row, Row Your Boat"

Waves, waves, back and forth,
Rock the ark all day.
We row and row so we can go
Somewhere far away.

At the end of the song, have the children let go of hands to make the ark stop rocking. Then let each child name a pair of animals that is climbing aboard the ark: two dogs, two cats, two alligators, etc. When everyone has had a turn, "pull up the gangplank," have the children join hands and let the ark take off again. Continue playing as long as interest lasts.

Jean Warren
1-2-3 Games
Warren Publishing House, Inc.

TOUCH AND SPIN

AGES: 2-5.

NUMBER OF PLAYERS: 2-10.

MATERIALS: None.

PREPARATION: None.

GAME:

Have the children sit in a circle. Sing the following song with them and have them perform the actions while singing:

Sung to: "Skip to My Lou"

Touch your finger to your nose,
Touch your finger to your nose,
Touch your finger to your nose.
Now spin around with me.

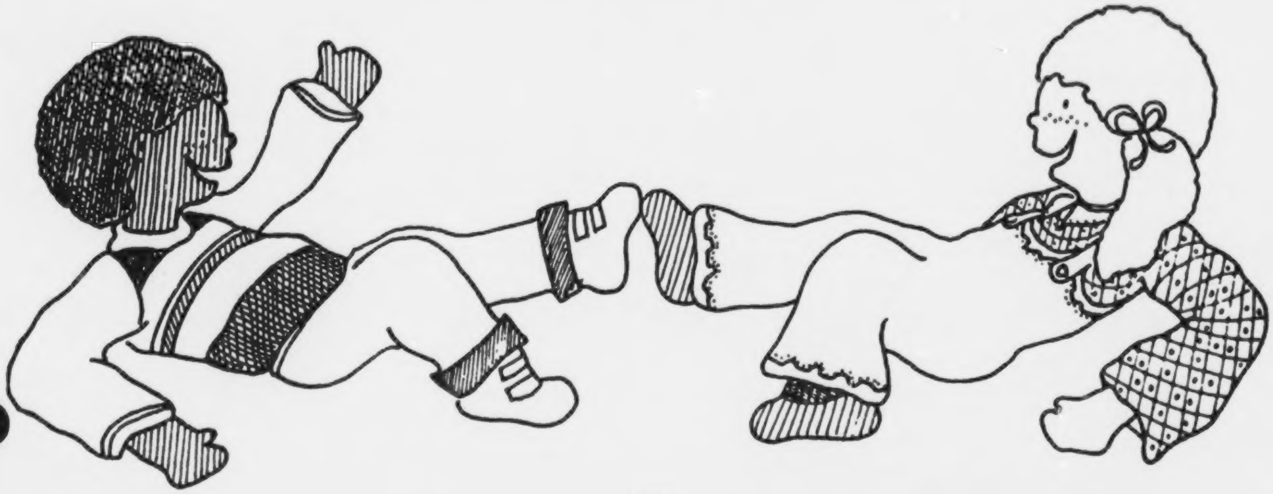
Touch your foot to your knee,
Touch your foot to your knee,
Touch your foot to your knee.
Now spin around with me.

Additional verses:

Touch your arm to your back.
Touch your elbow to your stomach.
Touch your wrist to your ear.

Try making up more verses by encouraging the children to come up with their own ideas. For the last verse, sing:

Touch your toe to your neighbor's toe,
Touch your toe to your neighbor's toe,
Touch your toe to your neighbor's toe.
Now sit right down with me.



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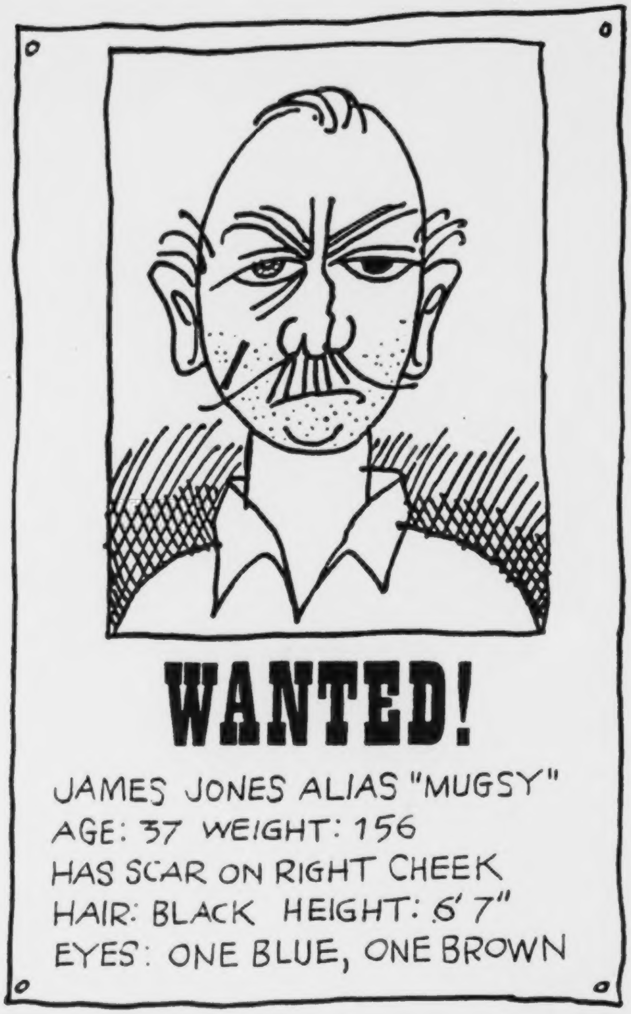
THE LINE-UP


WANTED!
JAMES JONES ALIAS "MUGSY"
AGE: 37 WEIGHT: 156
HAS SCAR ON RIGHT CHEEK
HAIR: BLACK HEIGHT: 6' 7"
EYES: ONE BLUE, ONE BROWN

As a detective, you see a lot of "Wanted" posters. Study this one for two minutes, then turn the page.

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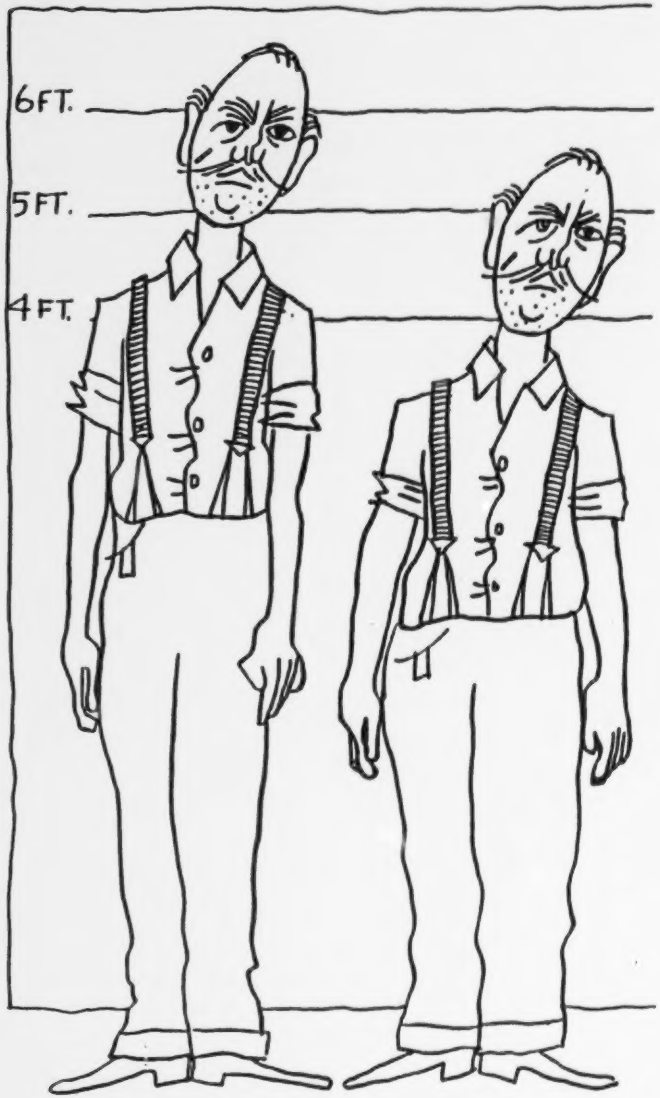
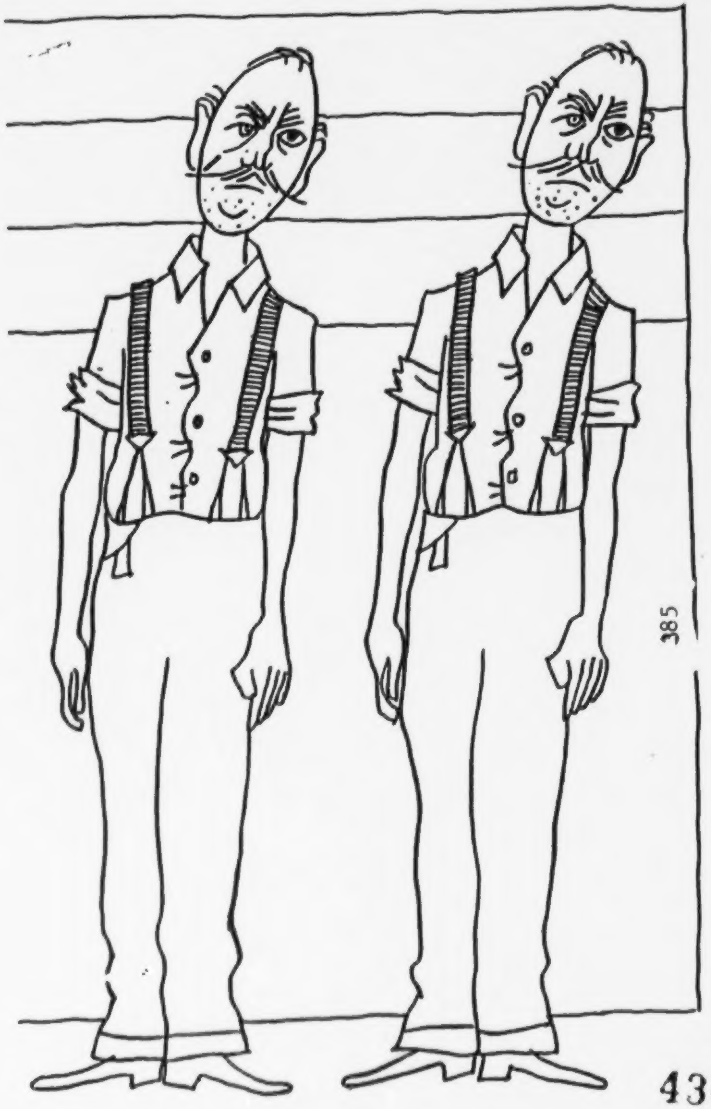
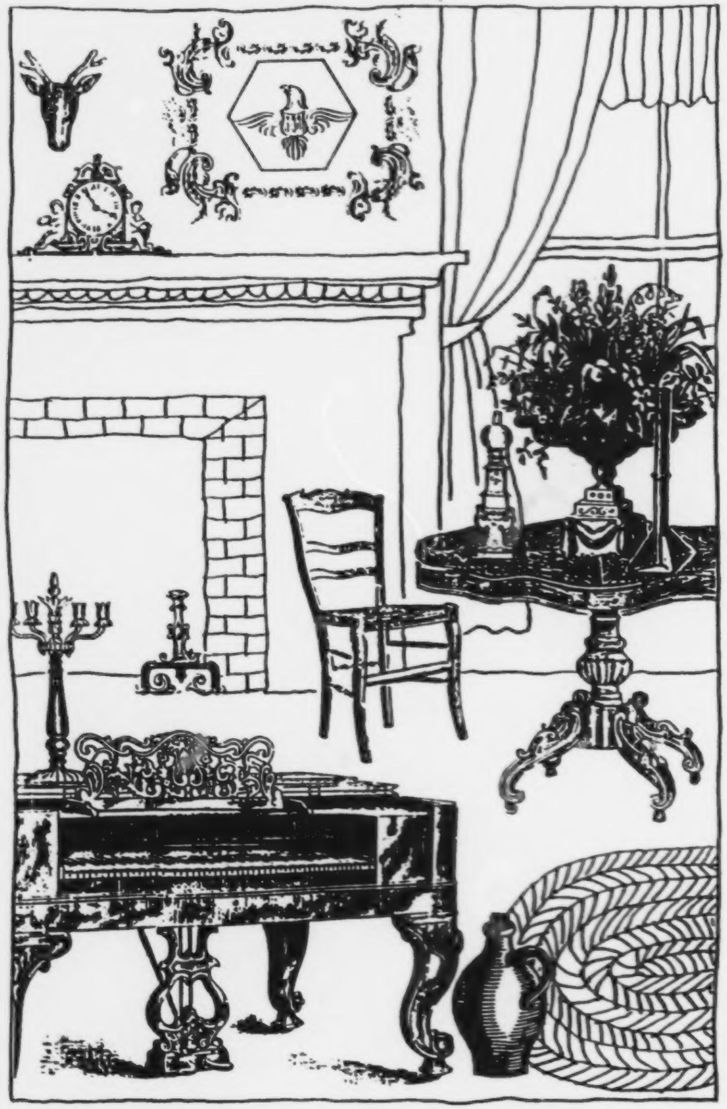


Which of the suspects in the line-up



is the criminal on the poster?

THE UNLOCKED WINDOW CAPER



This quiet living room contains several valuable antiques. This is how it looked before the burglar came.

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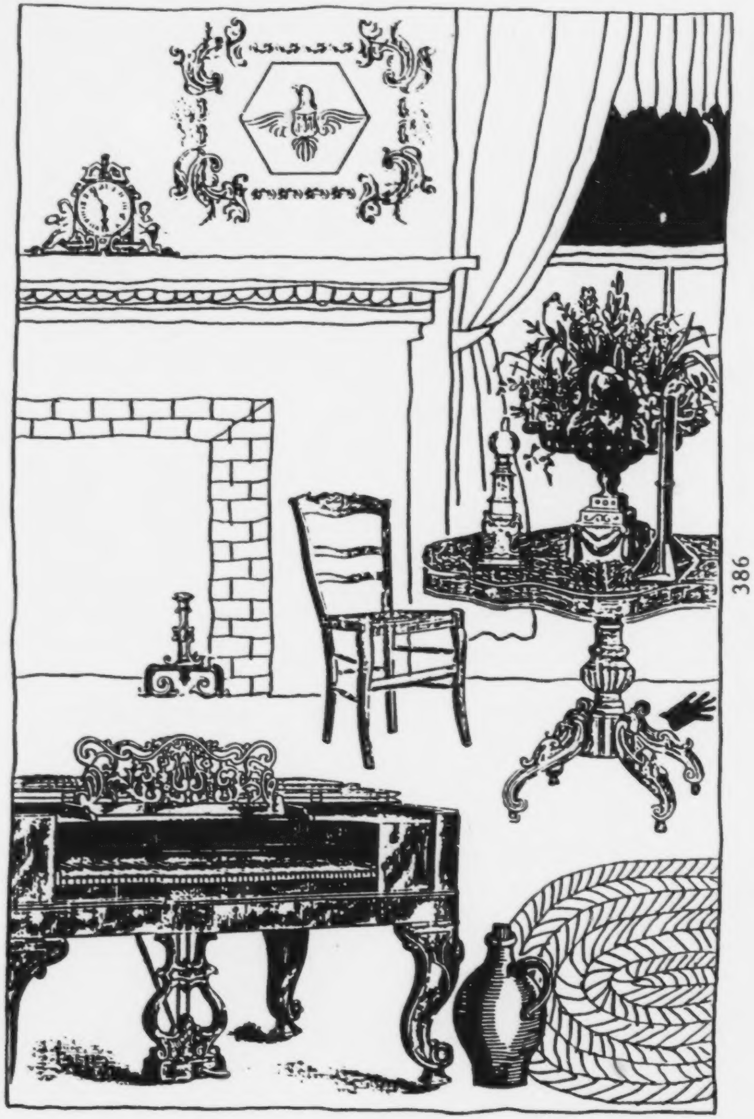
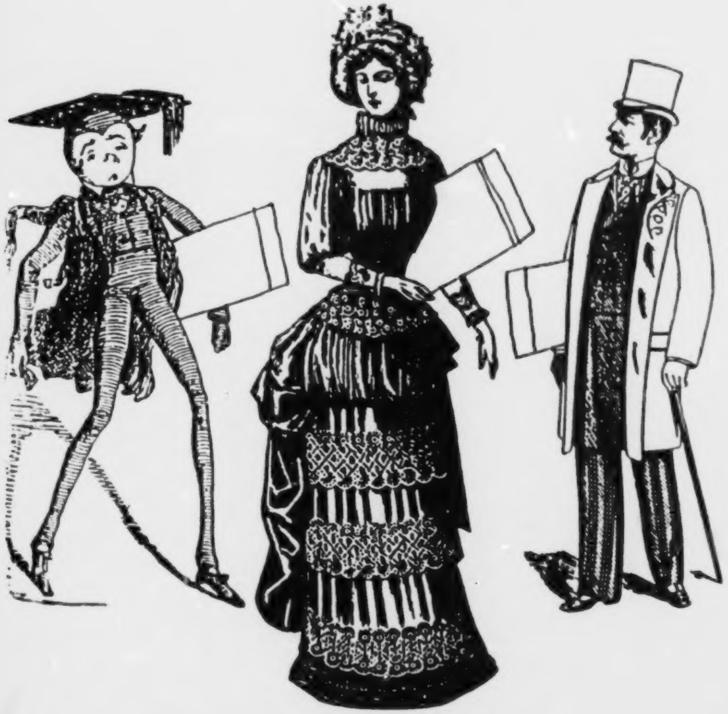
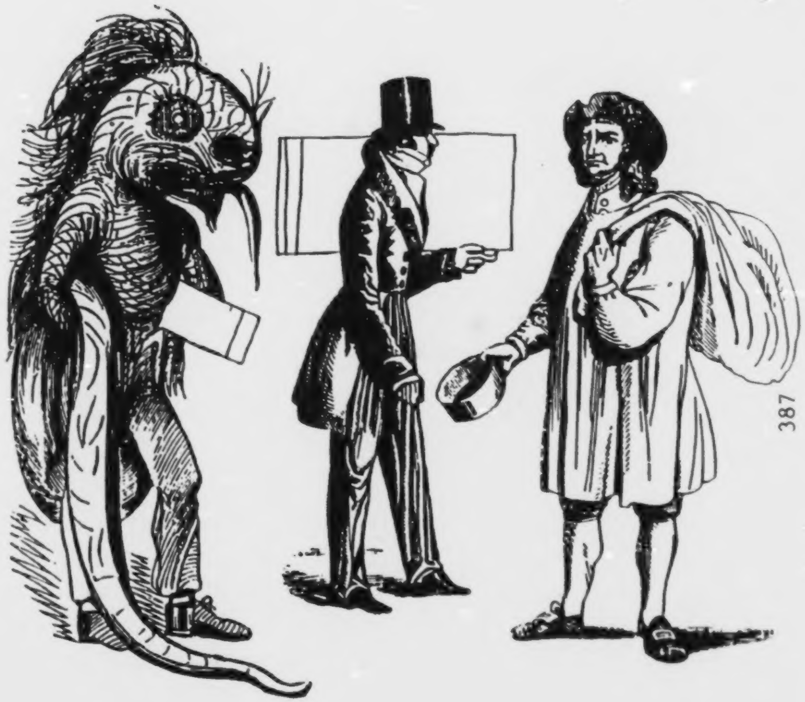


The same living room ten minutes later. See if you can discover what was stolen. After two minutes, turn the page.



One of these odd-looking people is the burglar.

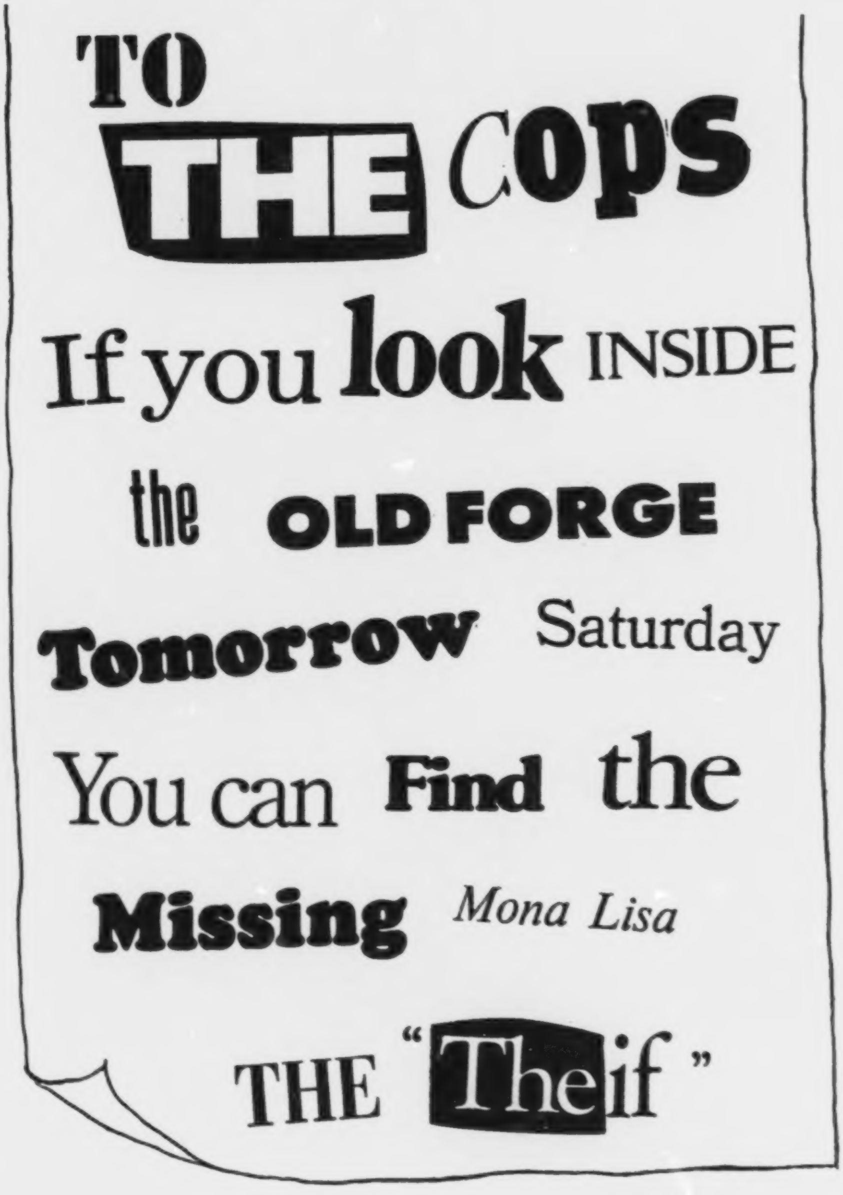


As the detective assigned to the case, which one would you arrest?

A TIP

This letter was sent to the police. Study it for one minute and see if you can figure out:

1. How was it written?
2. On what day was it written?
3. What is the stolen item?
4. Are there any misspelled words?



TO

THE cops

If you look INSIDE

the OLD FORGE

Tomorrow Saturday

You can Find the

Missing *Mona Lisa*

THE "Theif"

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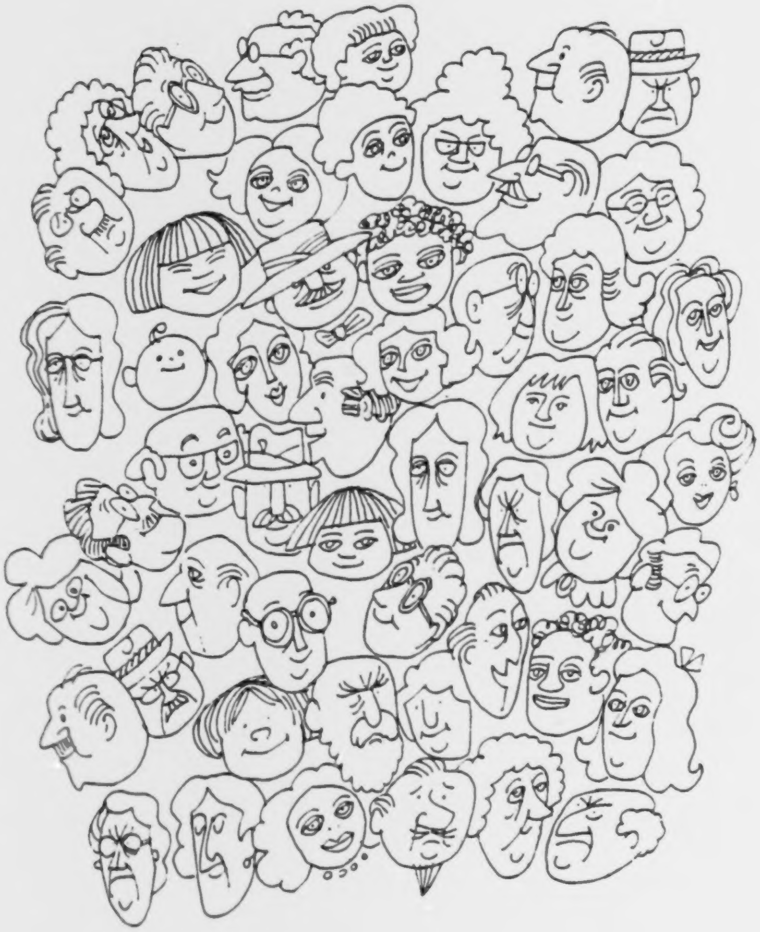
THE TERRIBLE TWINS



When the supermarket was robbed, the police recognized the handiwork of the Terrible Twins. The twins tried to get lost in the crowd. Can you finger them in two minutes?

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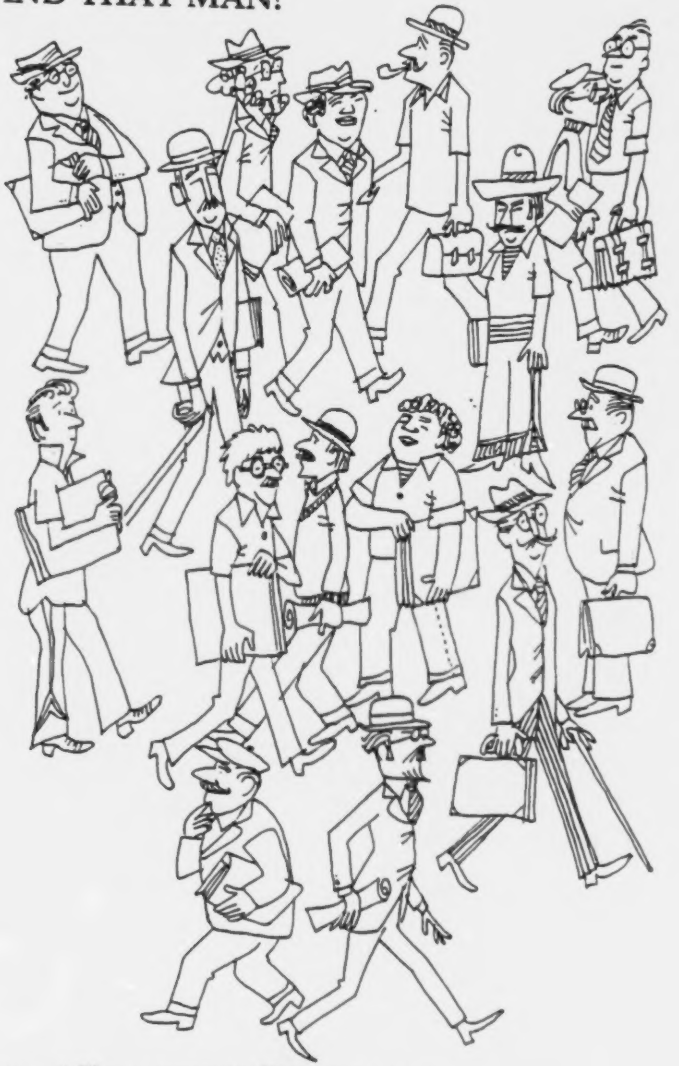
FIND THAT MAN!



You are tailing a suspect. His description:

MALE, ABOUT THIRTY YEARS OLD, MOUSTACHE.
WHEN LAST SEEN WAS WEARING A HAT, BOW TIE,
AND WAS CARRYING SOME PAPERS.

Can you spot him in one minute?

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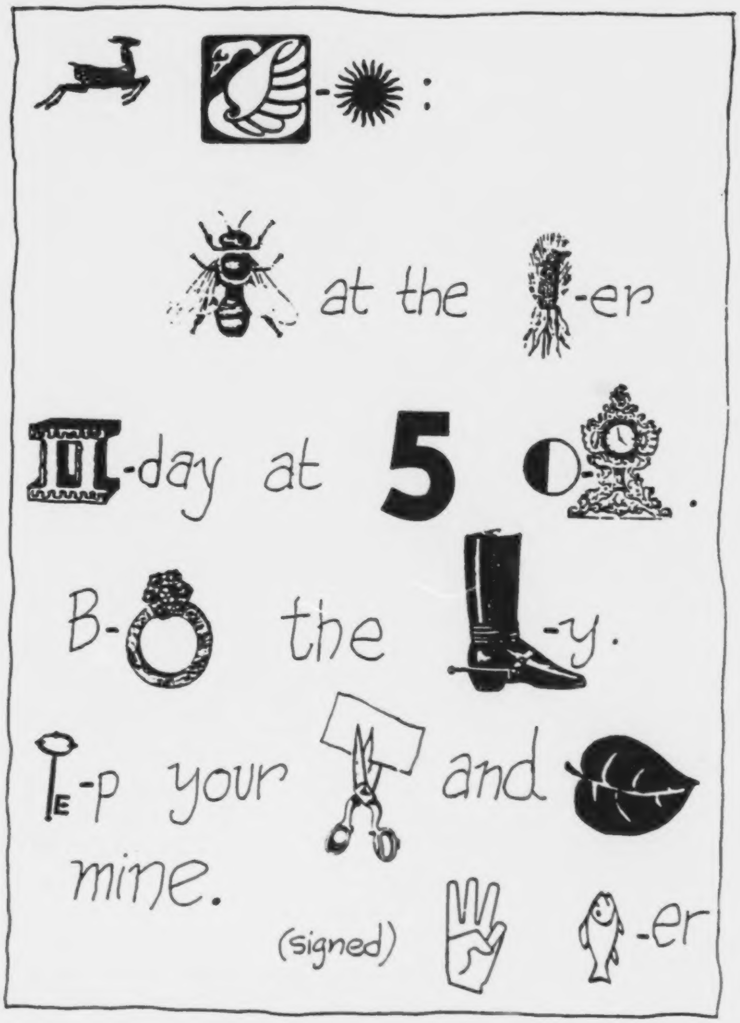
PEN PAL



"Three Fingers" spent so much time in prison that he never did learn how to spell. When he had to write a letter to his partner in crime, he used pictures from the newspapers for most of the words. You have two minutes to figure out his message.

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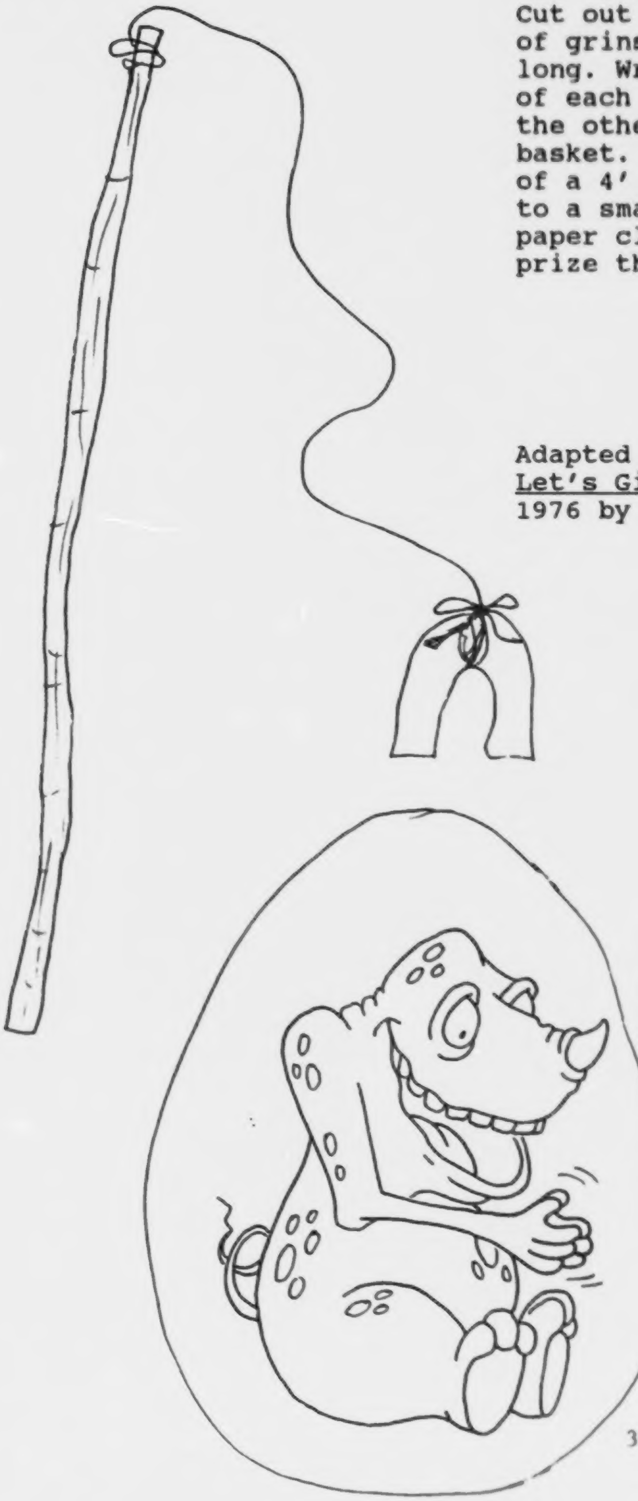
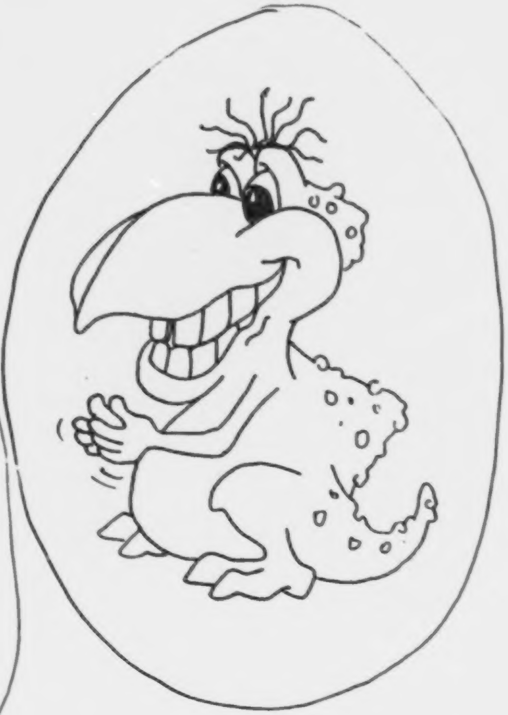
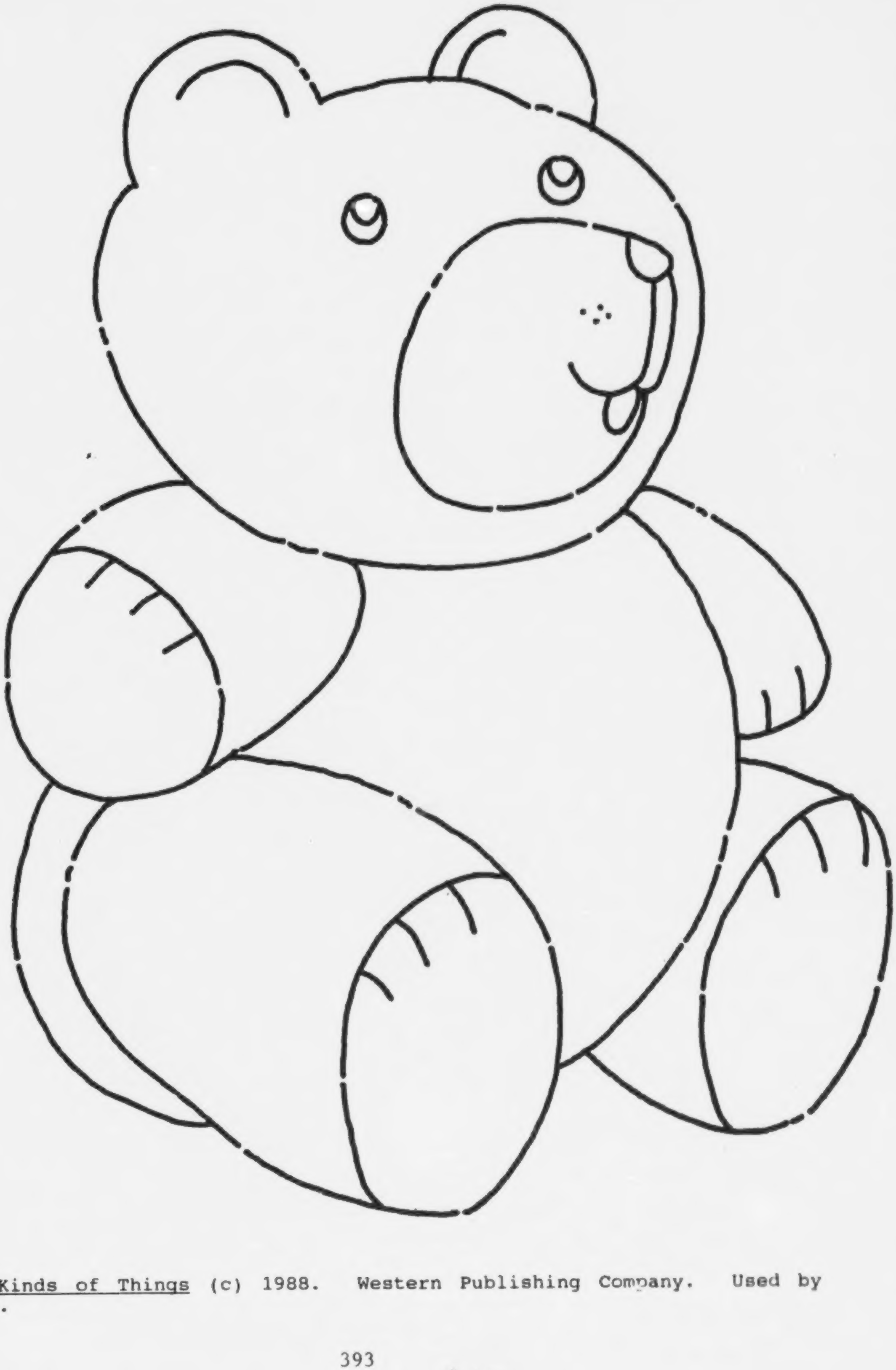
CATCH GRINS AND GIGGLES

Use this game to select a prize. Cut out construction paper figures of grins and giggles about 4 inches long. Write name of prize on one side of each figure; tape a paper clip to the other side. Place figures in a basket. Tie a 3′ string to the end of a 4′ stick. Tie loose end of string to a small magnet. The magnet hooks a paper clip as children "fish" for the prize they will get.

Adapted from "Catch a Fish" in Let's Give a Party. Grosset & Dunlap, 1976 by Susan G. Purdy.







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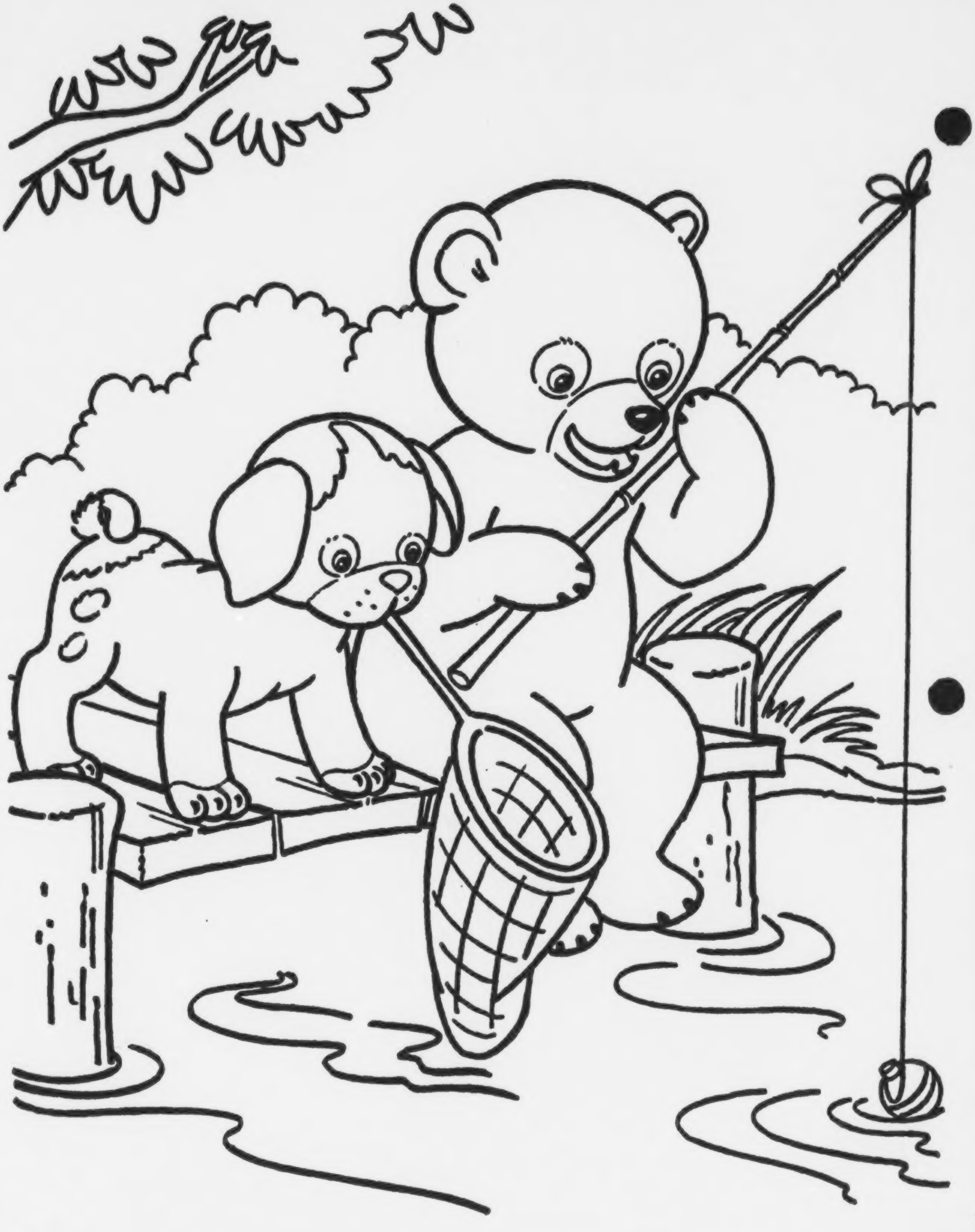
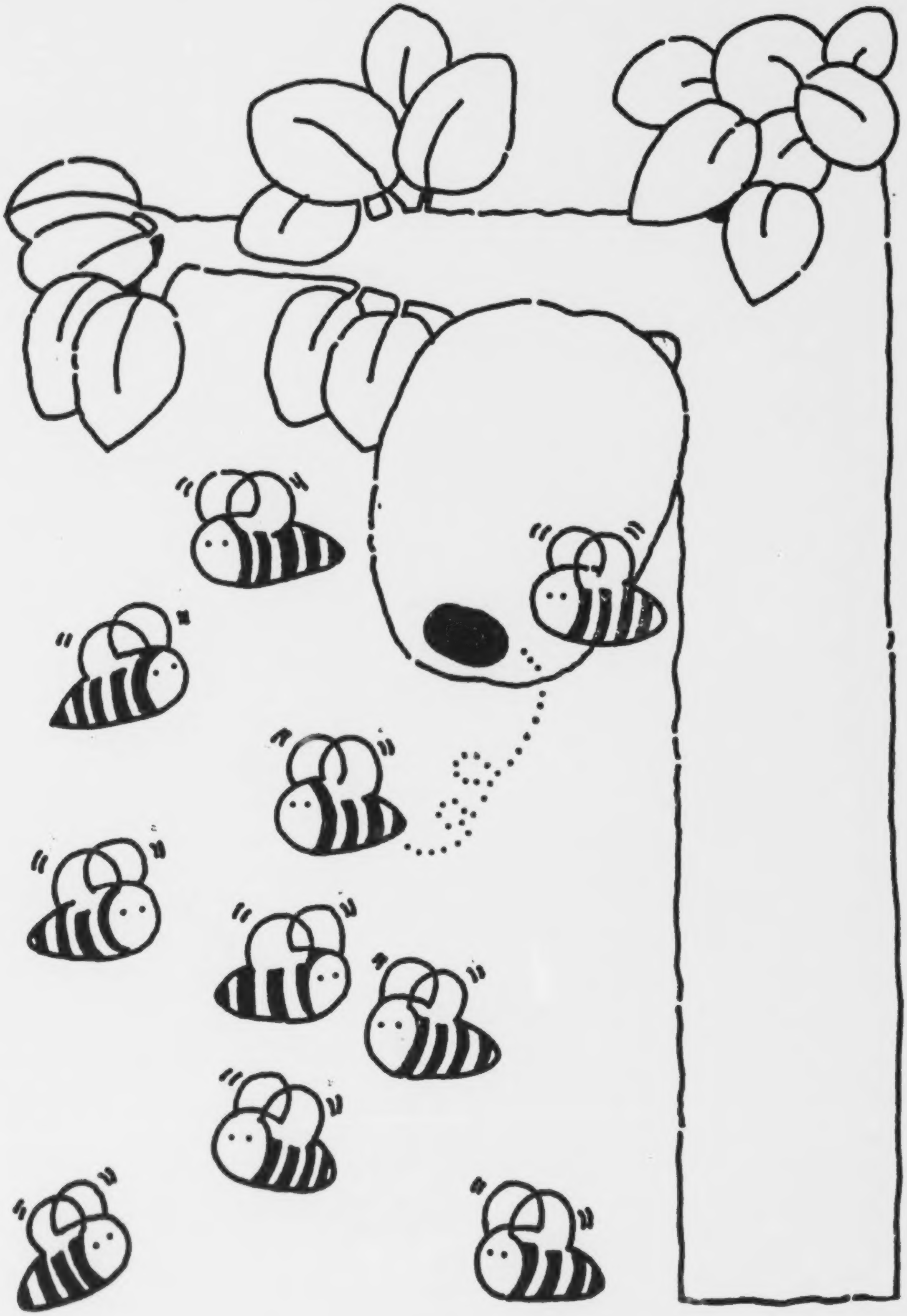


Little Golden Book Land - One (1) illustration (c) 1989 Western Publishing Company, Inc. Used by permission.



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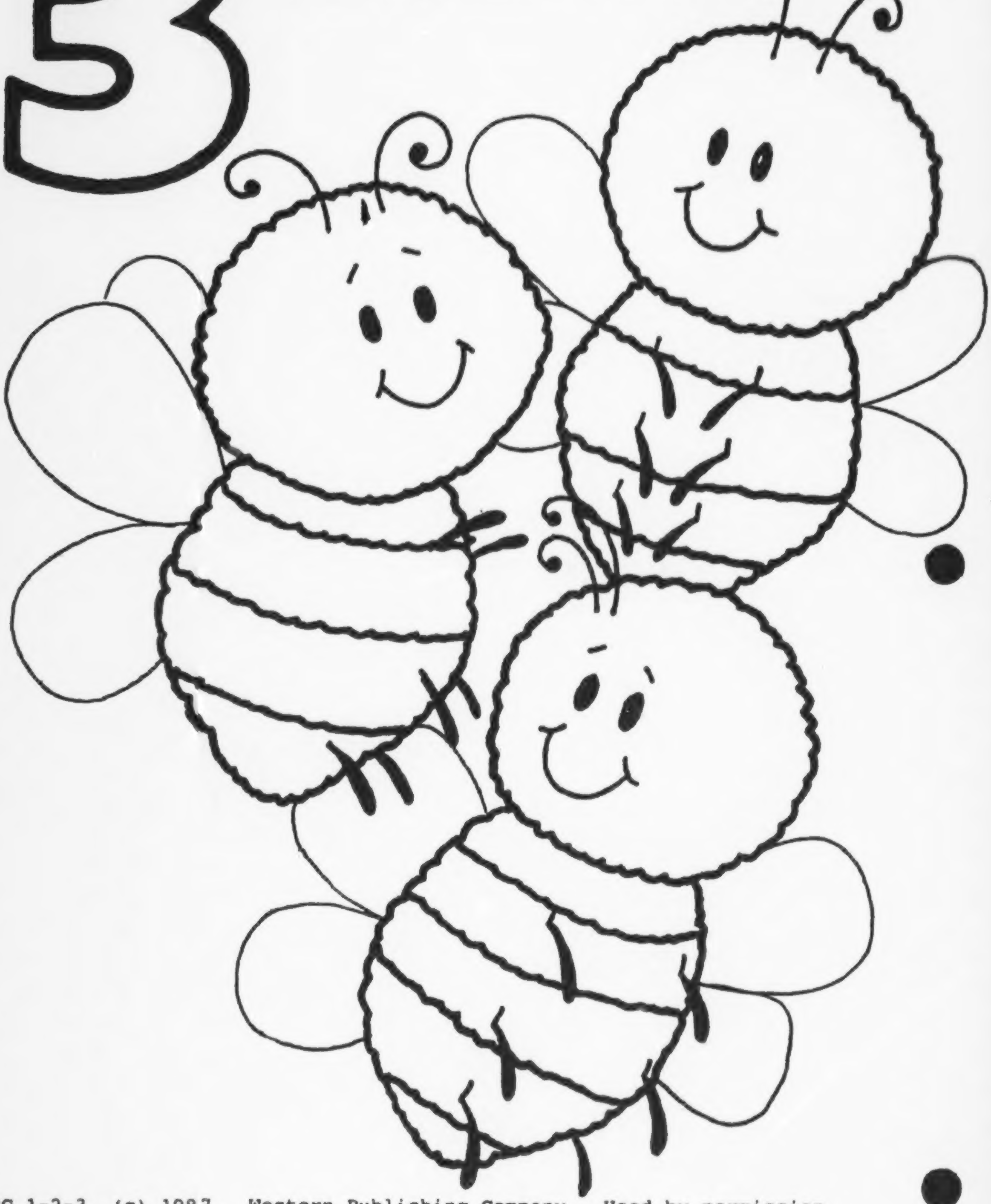
3 busy bees buzzing all around



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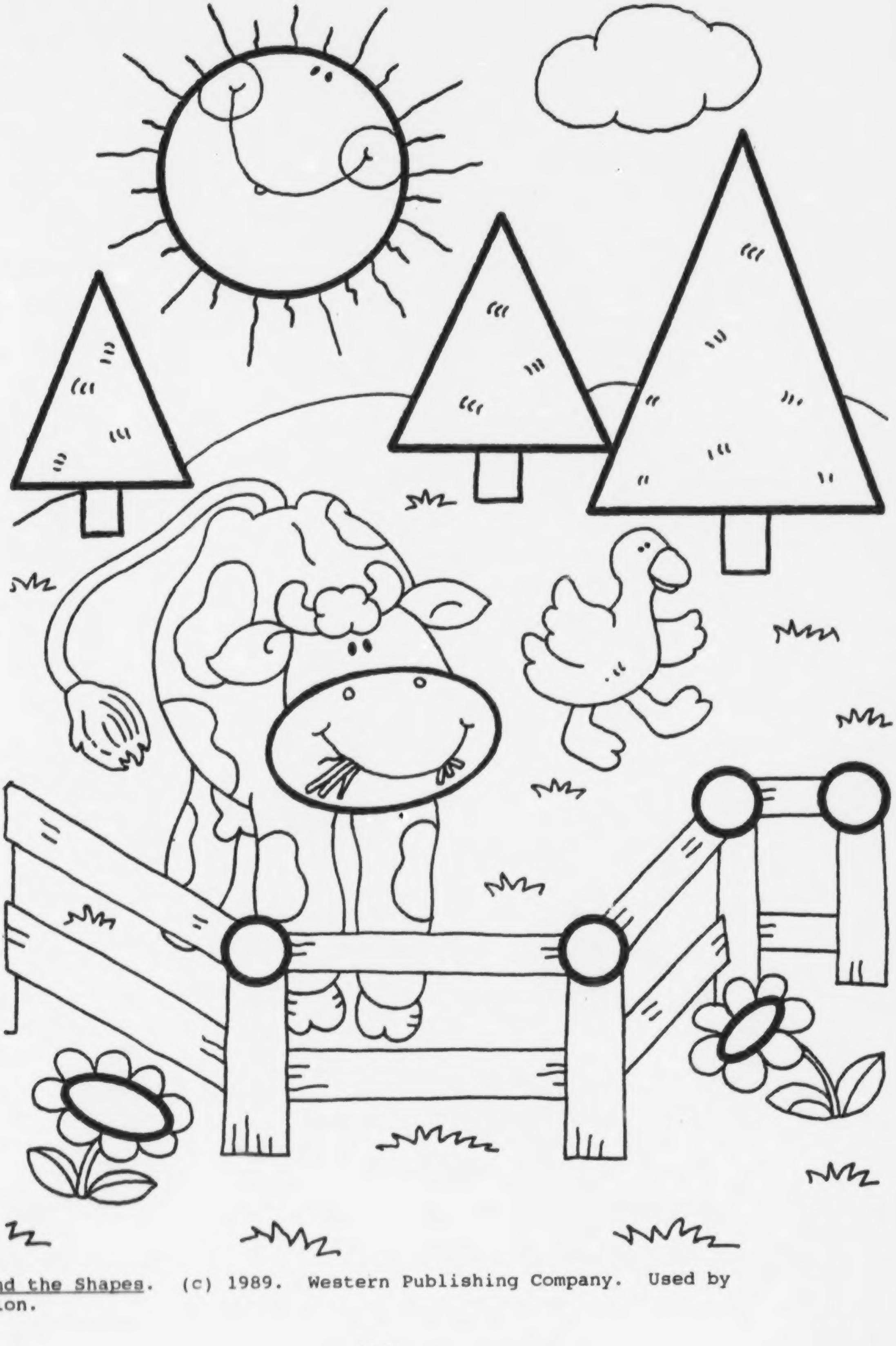

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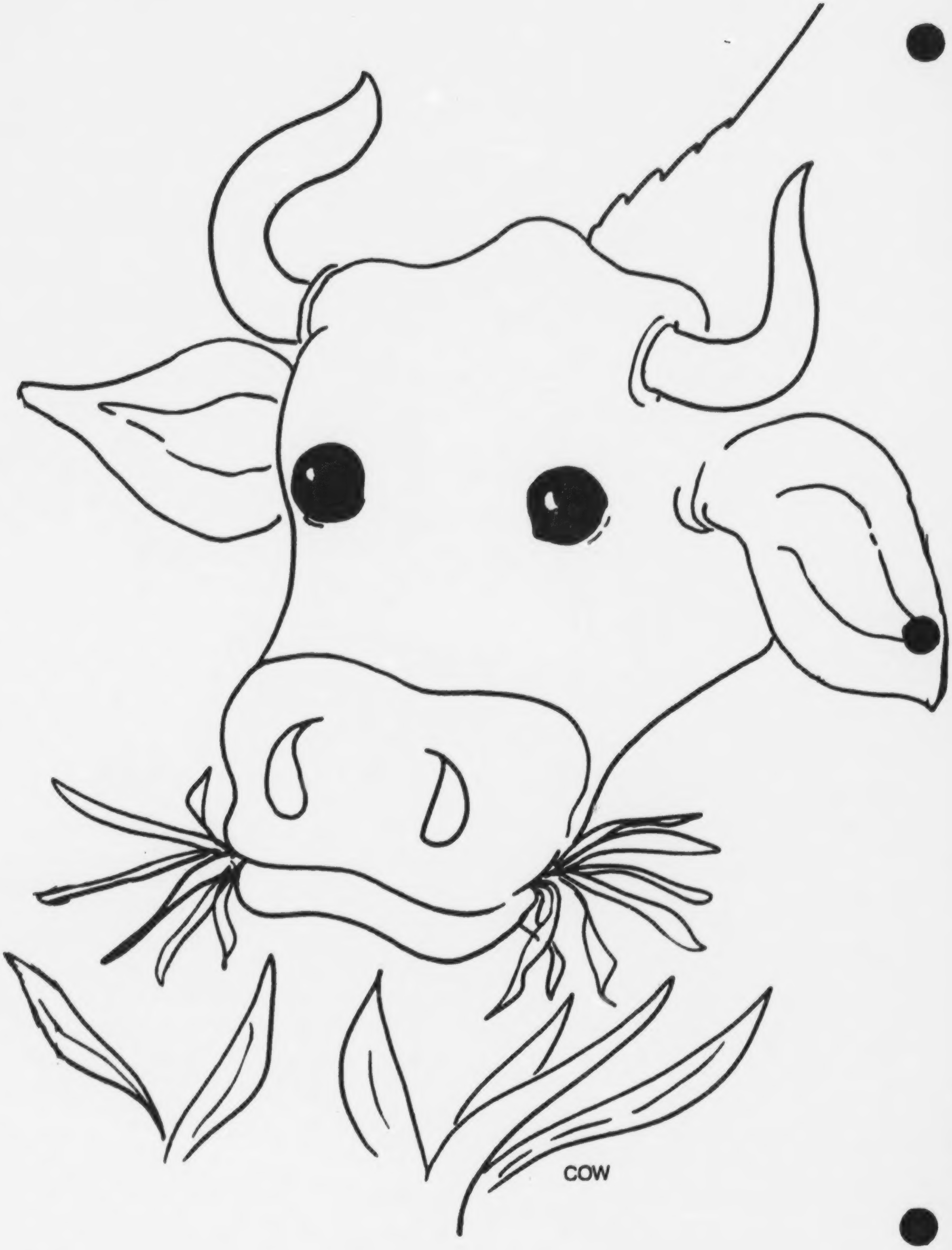
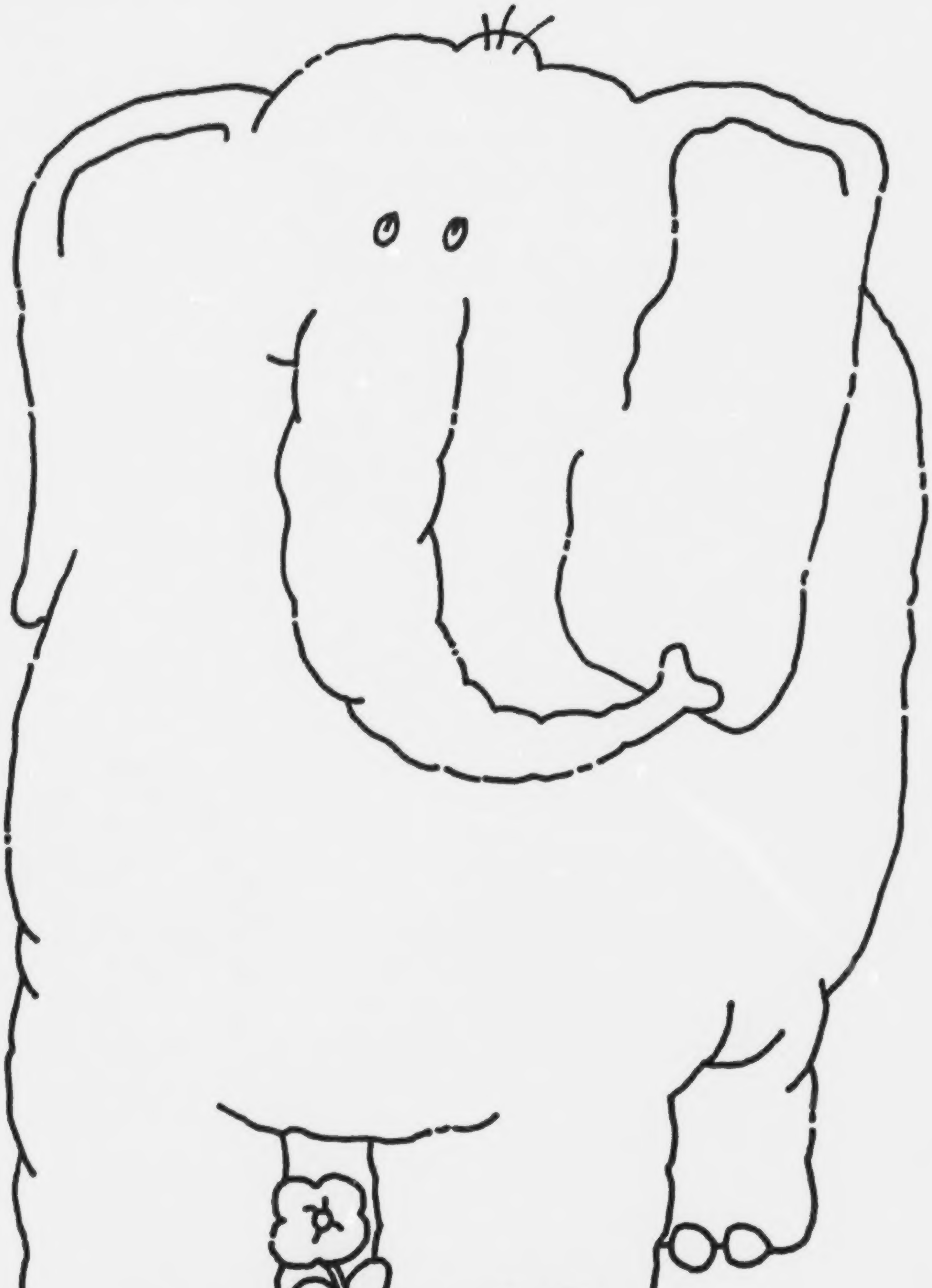


From *Giant Funtime, Coloring and Activity Book*. *(c) 1987. P.S.I. & Associates, Inc., Miami.*



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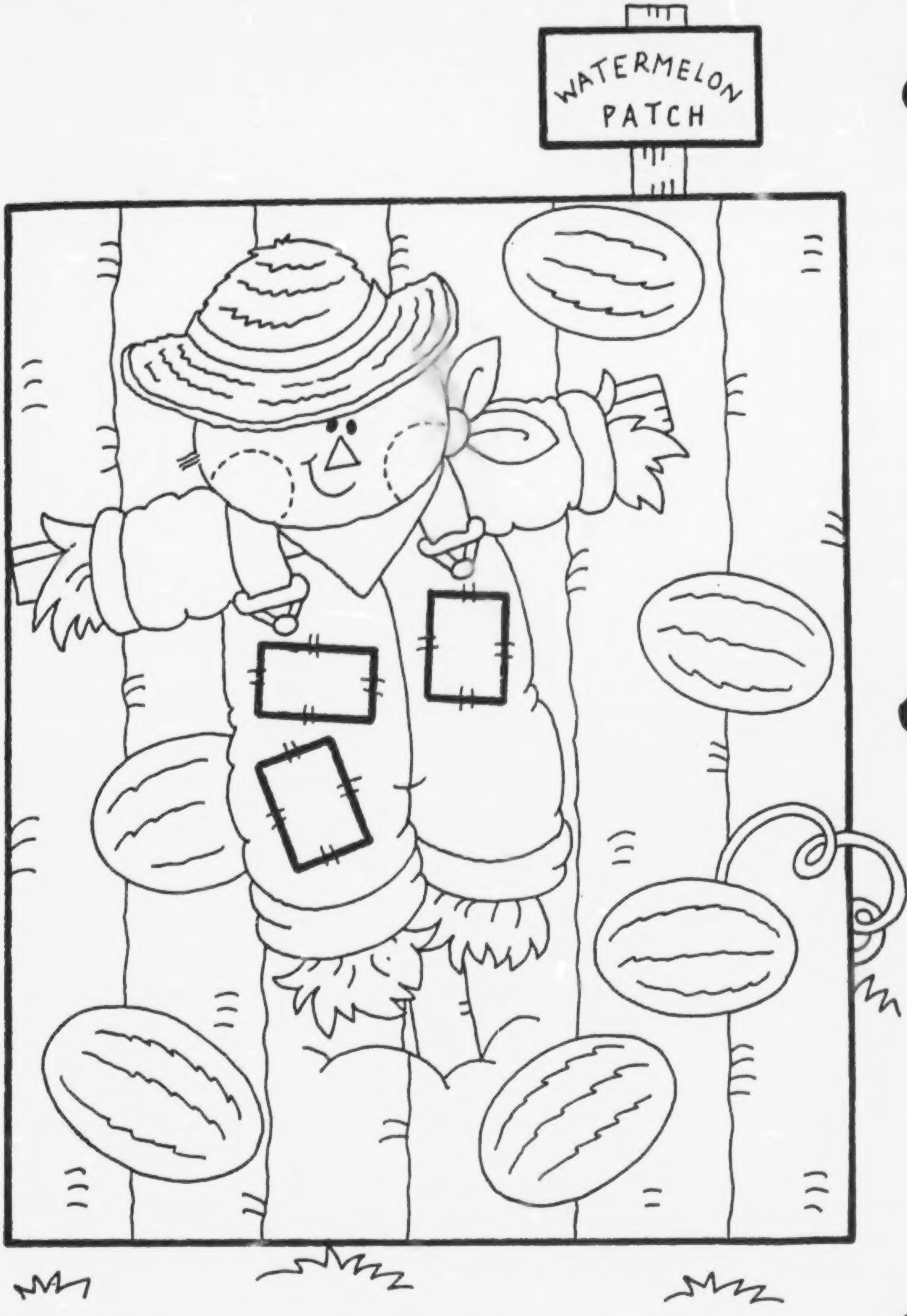
WATERMELON
PATCH

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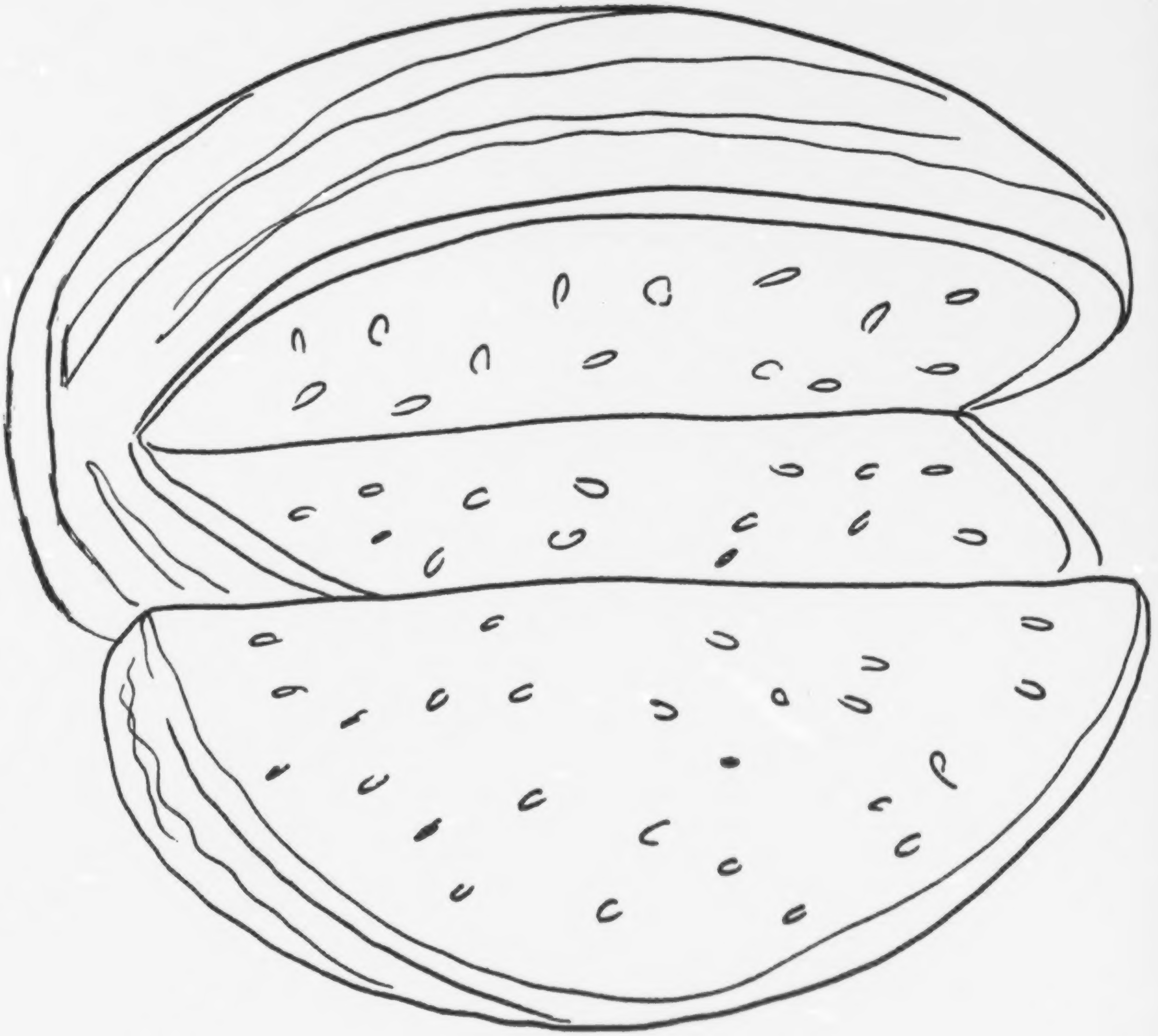
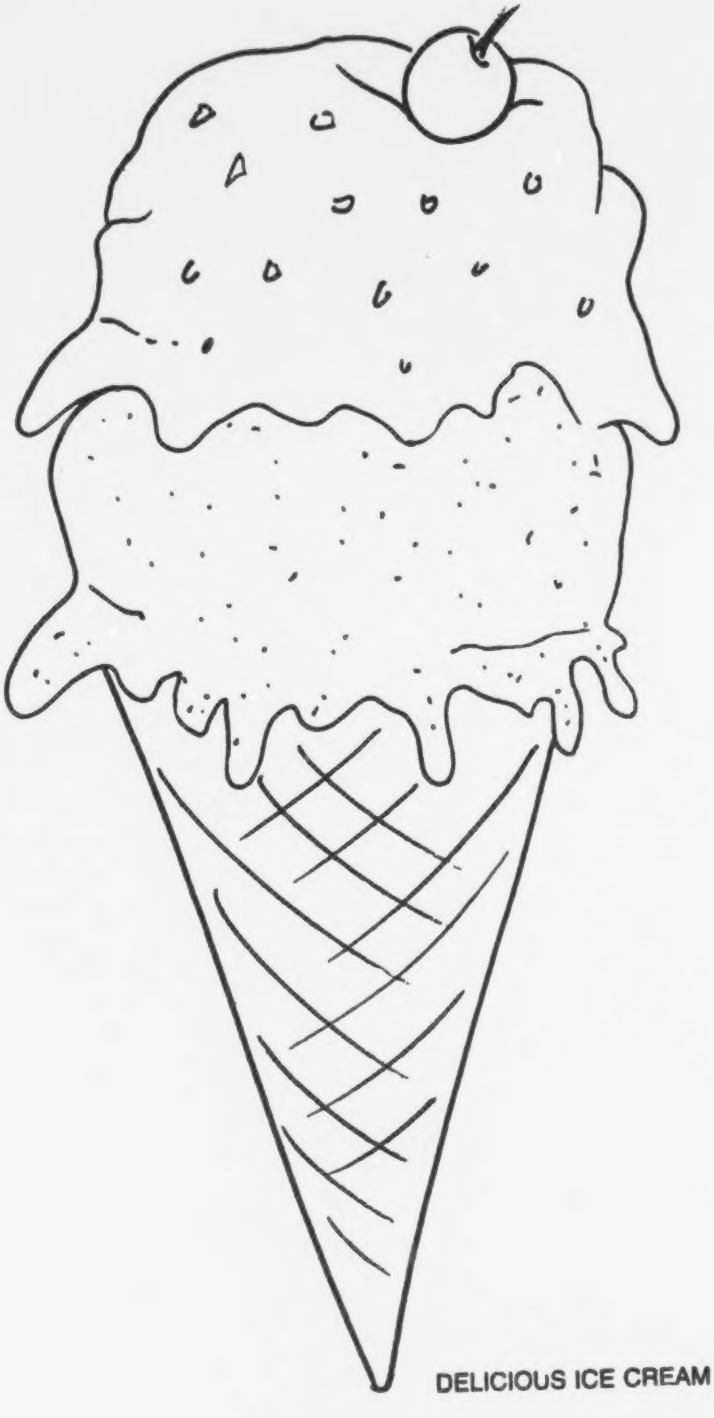


WATERMELON

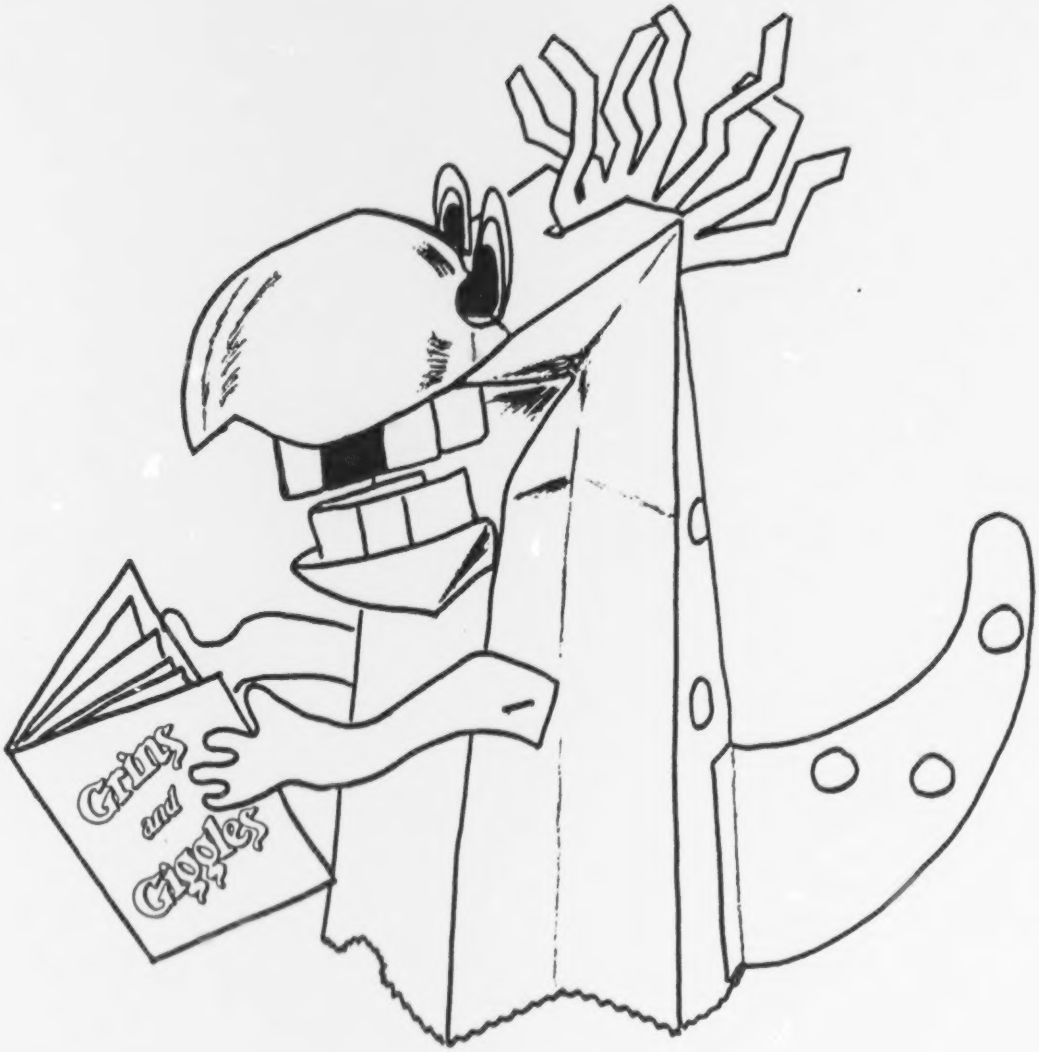
From *Giant Funtime, Coloring and Activity Book**. (c) 1987. P.S.I. & Associates, Inc., Miami.*



DELICIOUS ICE CREAM

From *Giant Funtime, Coloring and Activity Book**. (c) 1987. P.S.I. & Associates, Inc., Miami.*

"GRINS"
PAPER BAG THEME PUPPET


Grins and Giggles

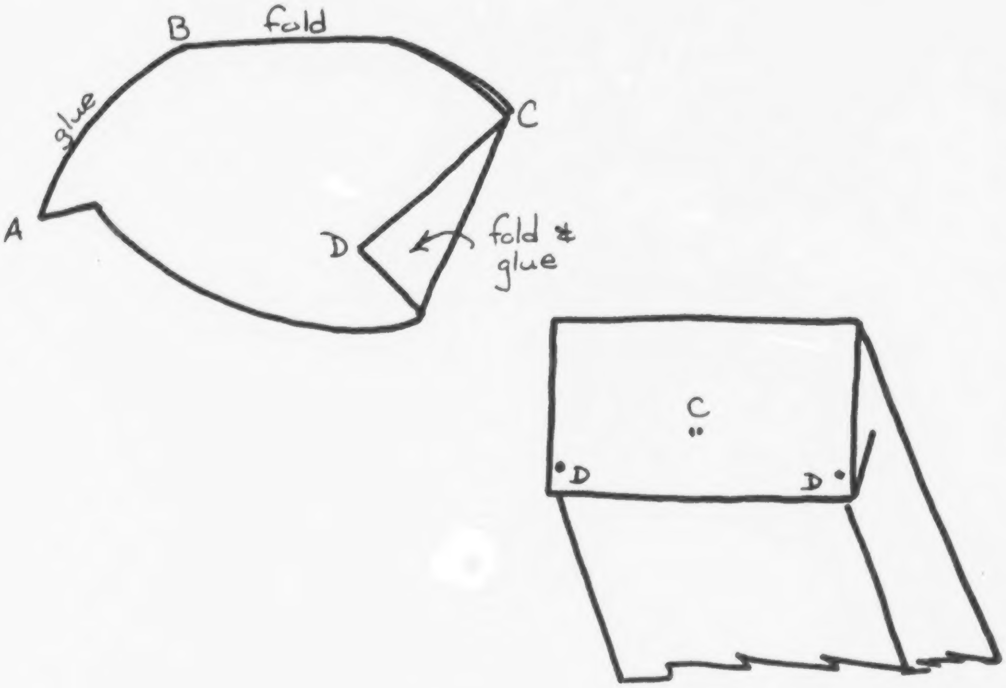
"GRINS" PAPER BAG PUPPET

Materials:
- Paper lunch bag
- Light green crayon or marker
- Construction paper:
  - Light green - 2 sheets
  - Yellow - 1 sheet
  - White - 1 sheet
- Black marker
- Glue
- Stapler
- 3/4" yellow self-adhesive circle labels

Color paper bag green.

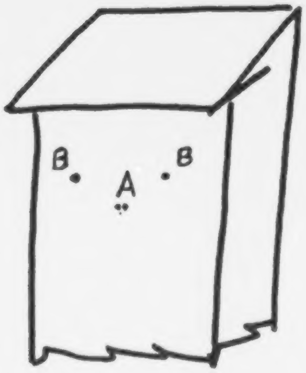
Upper Beak:

Cut from light green construction paper.
Fold on center line.
Glue together along curve A-B.
Fold tabs C-D forward and apply glue to back of tabs.
Hold points C together, spread points D, glue tabs to lower edge of paper bag flap.



Lower Beak:

Cut from light green construction paper.
Fold on center line.
Fold tabs A-B forward and apply glue to back of tabs.
Hold points A together, glue tabs to front of bag, below upper beak.



Eyes:

Cut two light green outer eyes.
Cut two whites of eyes.
Use black marker to color in large pupils.
Glue onto green outer eyes.
Fold lower section forward and glue to bag on either side of upper beak.

Teeth:

Cut upper and lower rows of teeth from white construction paper.
Fold tab and clip so row of teeth may be curved in an arc.
Glue tabs to inside of beak.

Topknot:

Cut one from yellow construction paper.
Fold tab and glue to bag from center of face to back of head.
Fold individual strands of topknot fringe in diferent directions.

Tail and Arms:

Cut one tail and two arms from light green construction paper.

Fold tab on tail and glue to lower back of bag.
Stick 3/4" yellow circles onto back and tail at random.

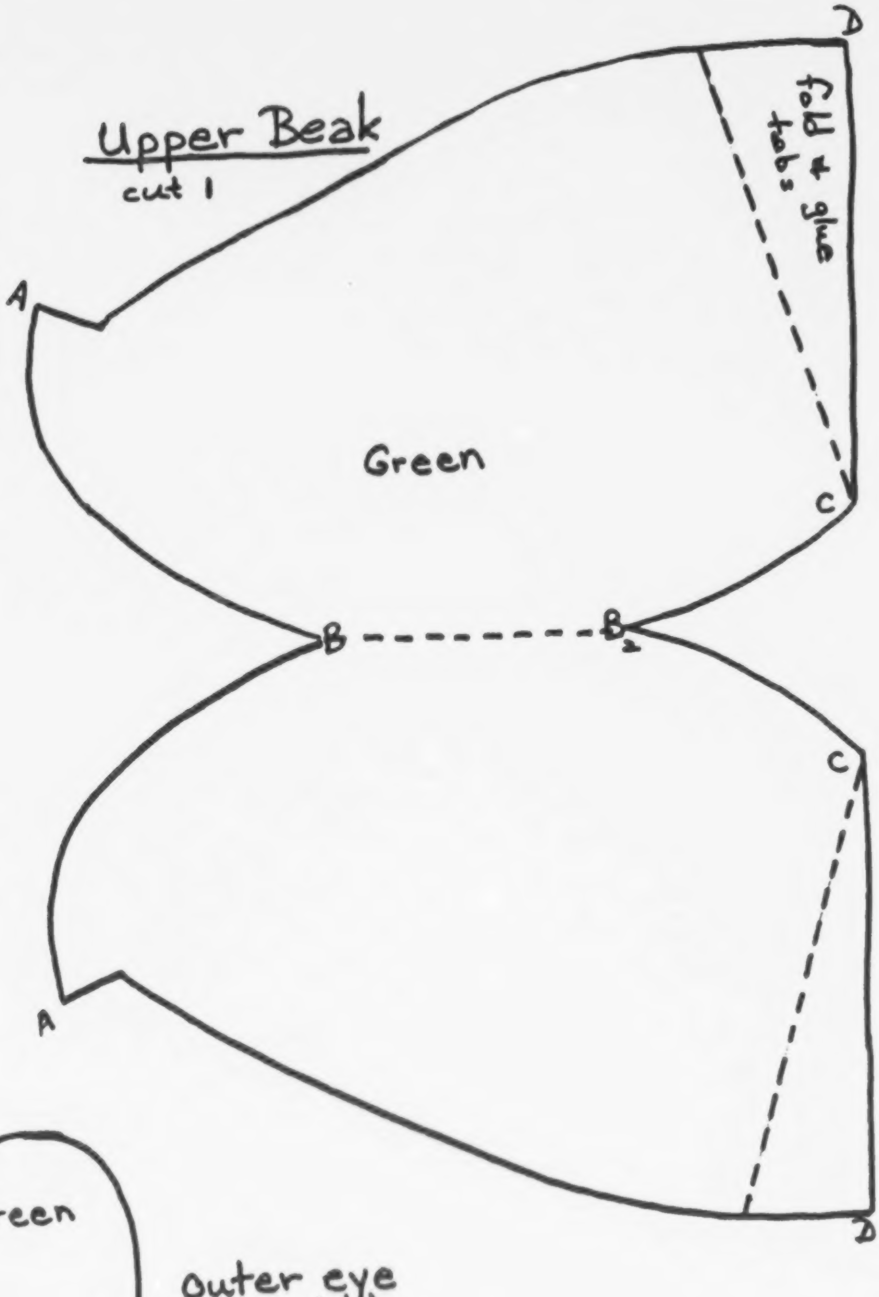
Glue an arm to each side of bag. Staple for reinforcement, especially if puppet will be holding a book.

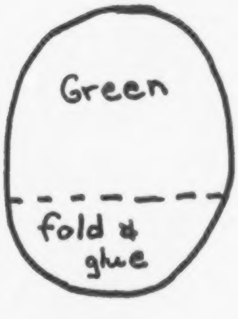
Book (Optional):

Cut cover from yellow construction paper, placing pattern on fold. Cut pages from white typing paper.
Write title on book cover. Staple pages into book cover.
Glue each cover to a hand so book is held open.

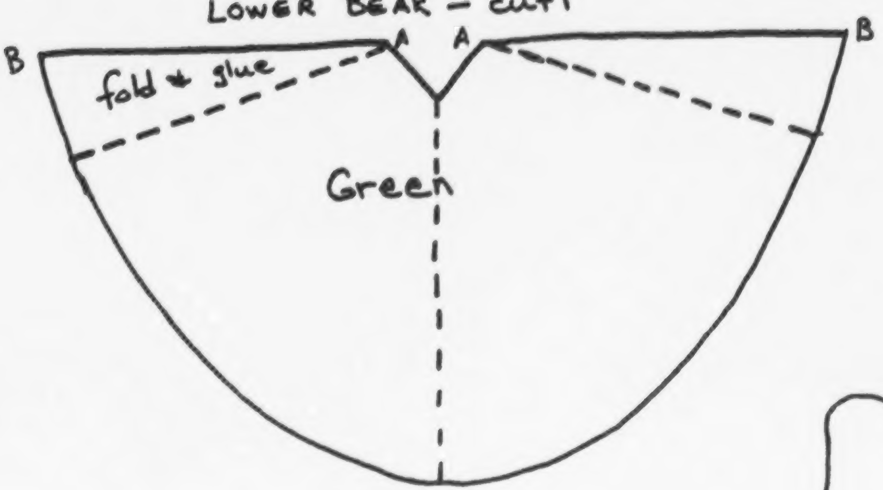
Upper Beak

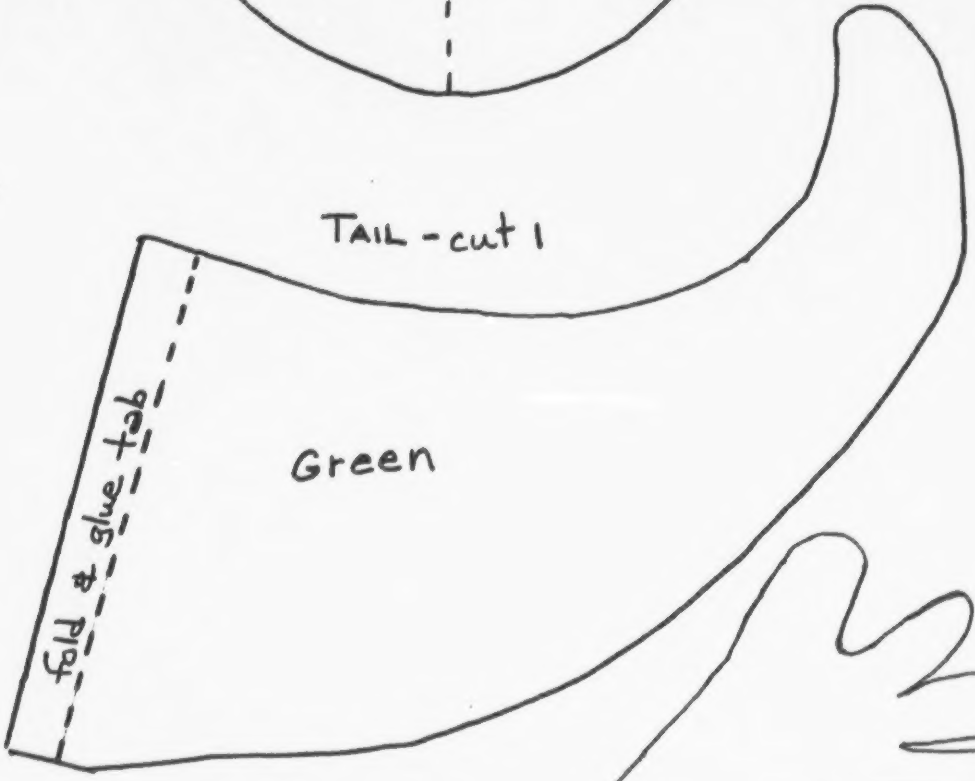
cut 1

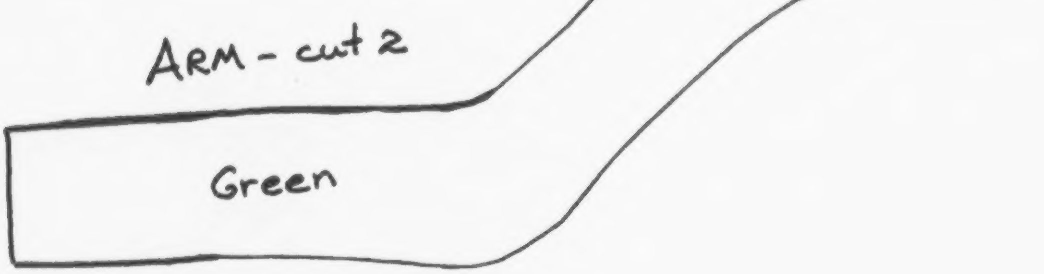

D
fold & glue tabs
A
Green
C
B
B2
C
A
D

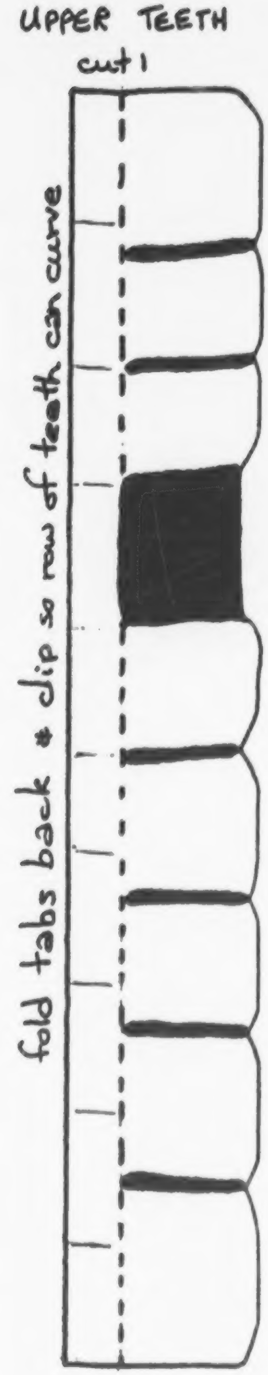

Green
fold & glue

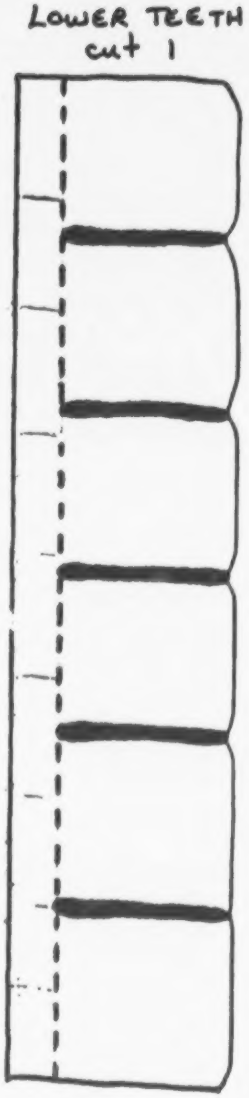
outer eye
(eyelid)
cut 2

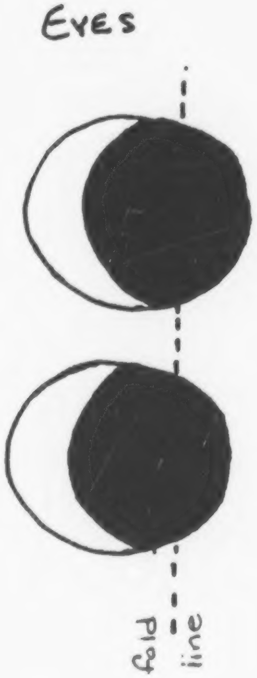

LOWER BEAK - cut 1
B
A
A
B
fold & glue
Green


TAIL - cut 1
fold & glue tab
Green

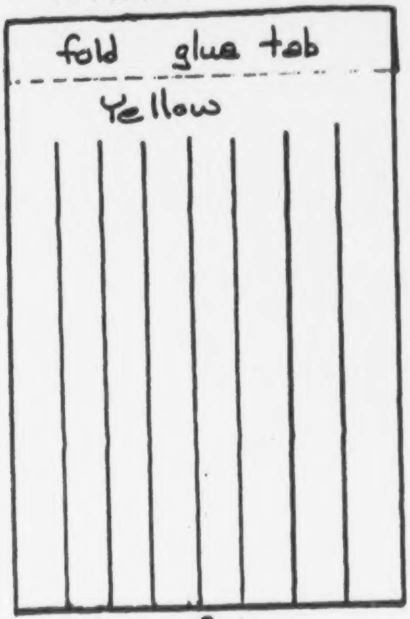

ARM - cut 2
Green


UPPER TEETH
cut 1
fold tabs back & clip so row of teeth can curve


LOWER TEETH
cut 1

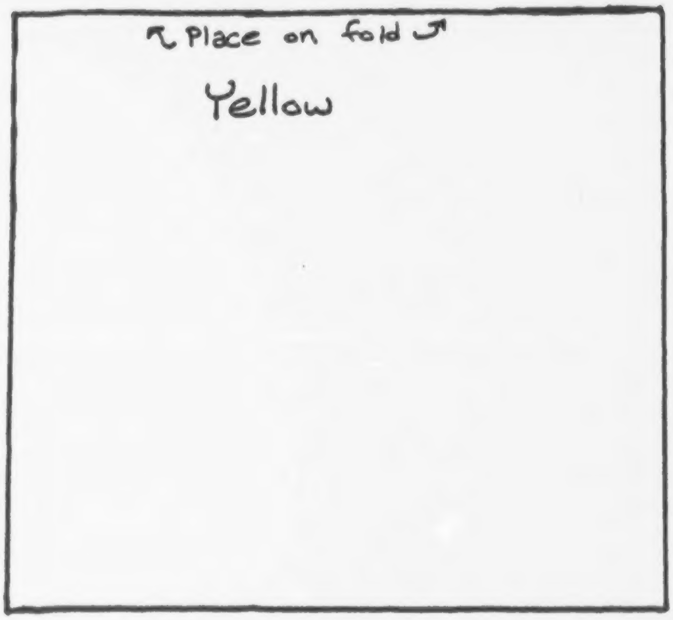

EYES
fold line

TOPKNOT — cut 1


fold glue tab
Yellow

cut in fringe

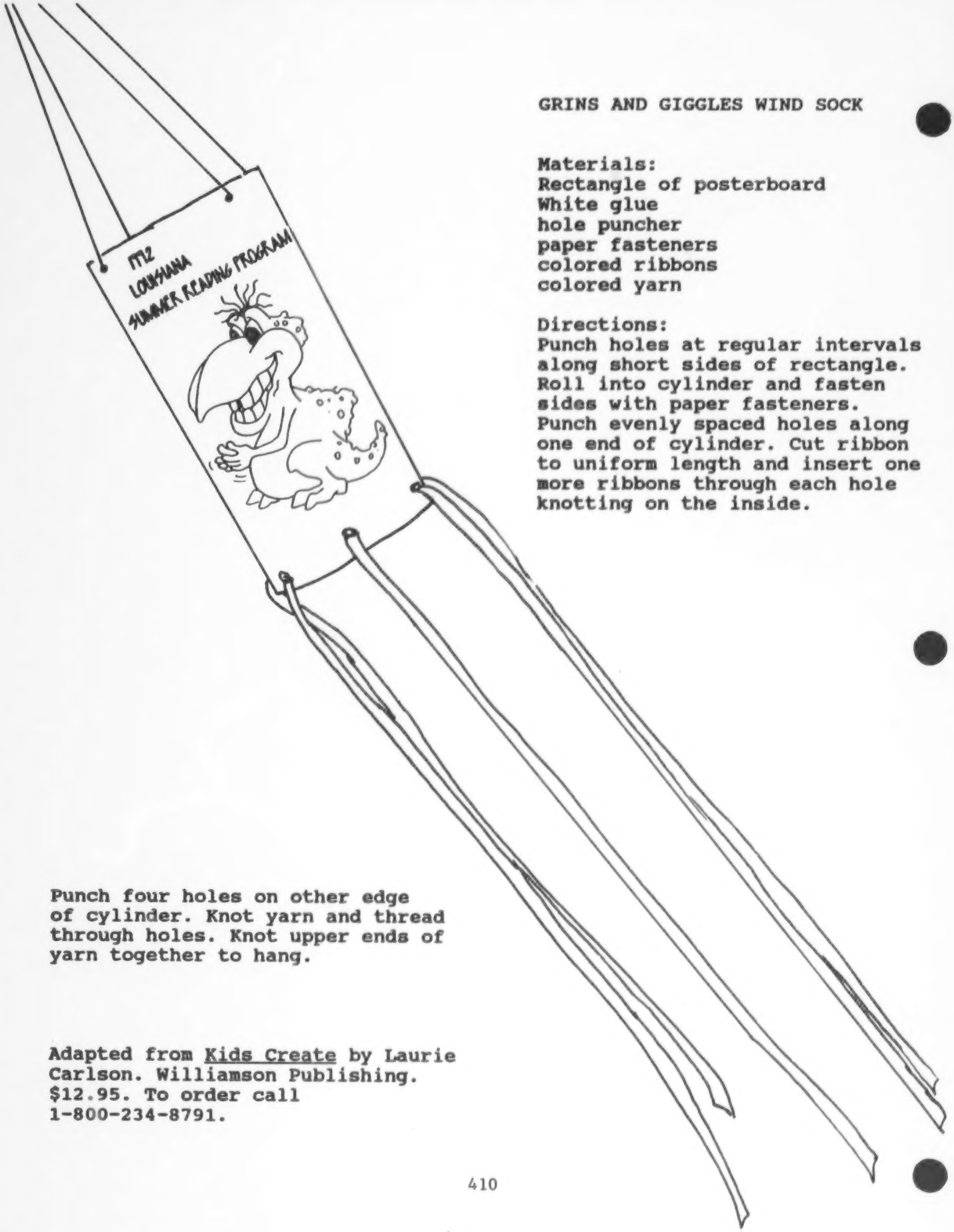
Book (optional) cut 1 (double)


↖ Place on fold ↗
Yellow

GRINS AND GIGGLES WIND SOCK

Materials:
Rectangle of posterboard
White glue
hole puncher
paper fasteners
colored ribbons
colored yarn

Directions:
Punch holes at regular intervals along short sides of rectangle. Roll into cylinder and fasten sides with paper fasteners. Punch evenly spaced holes along one end of cylinder. Cut ribbon to uniform length and insert one more ribbons through each hole knotting on the inside.



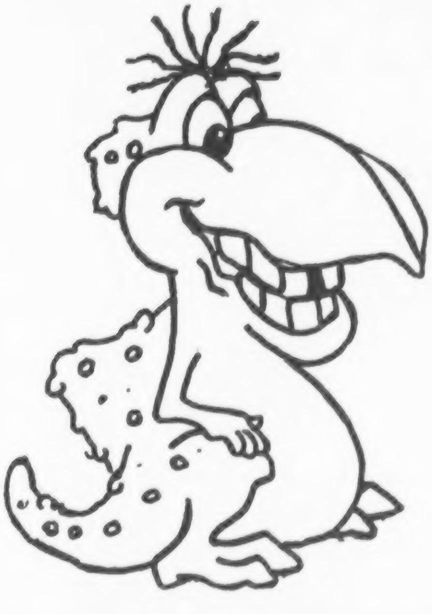
Punch four holes on other edge of cylinder. Knot yarn and thread through holes. Knot upper ends of yarn together to hang.

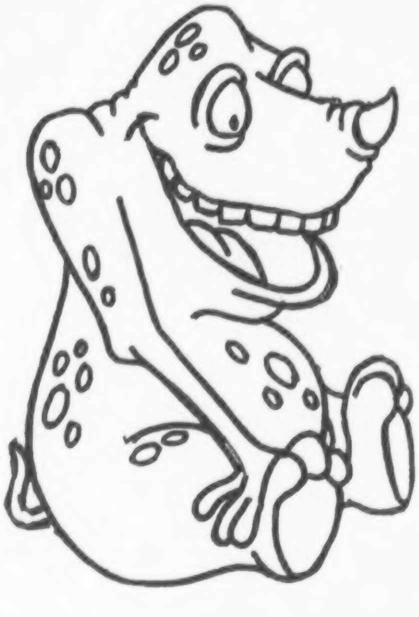
Adapted from Kids Create by Laurie Carlson. Williamson Publishing. $12.95. To order call 1-800-234-8791.

CREPE PAPER COLORED CREATURES

1. Enlarge the outline figure of either Grins and Giggles onto white paper.
2. Place small pieces of crepe paper on the figure covering it completely. Crepe paper may be torn or cut. Using colors of your choice, place crepe paper pieces to form an interesting design.
3. Carefully lift white paper and dip into a pan of water so that just the bottom of the paper gets wet.
4. After replacing the white paper on flat surface, quickly replace any crepe paper pieces that may have been jostled in wetting the bottom of the white paper.
5. Next press a second piece of white paper, same size, over the crepe paper design. Press down hard being careful not to disturb the crepe paper pieces.
6. Carefully remove the top sheet of paper. Discard crepe paper. The dye will have left an imprint of the figures on both sheets of paper.
7. Cut the figures out. Repeat process with the second figure or trade a Grins for a Giggle with a buddy.
8. Glue Grins and Giggles to another sheet of paper.
9. Frame with a black construction paper frame.

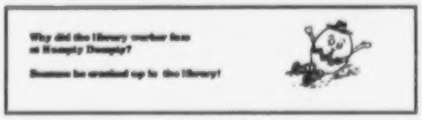
Adapted from Paper Capers by Imogene Forte, copyright c 1985. Incentive Publications, Nashville, TN 37215.





"JokeMarks" Workshop

Cut colorful tagboard into 3" x 8 1/2" strips. Provide non-toxic fine and broad tip markers. (Crayon colorings may smudge pages of books.) Encourage kids to print and illustrate jokes and riddles on strips. Allow several strips per kid. Gather and display joke and riddle books that can be used for ideas and can be checked out.



Library Jokes...

What do you call a person
who steals from the library?

A book crook!

Knock, knock.
Who is there?
Iowa.
Iowa who?
Iowa quarter to the library, Dad!

What is the longest entry in the dictionary?

The Post Office, because it has
thousands of letters!

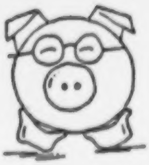
What did Andrea do when
the dog chewed up her dictionary?

She took the words right out of his mouth!

Why were Huey, Louie And Dewey,
the ducks, sent out of the library?

They were wise quackers!

© 1991 Christine Menard
Lafayette Public Library

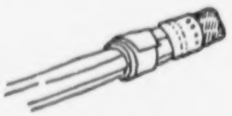


OINK BANK

this box makes banking cute and funny,
so be a little piggish as you save your money!

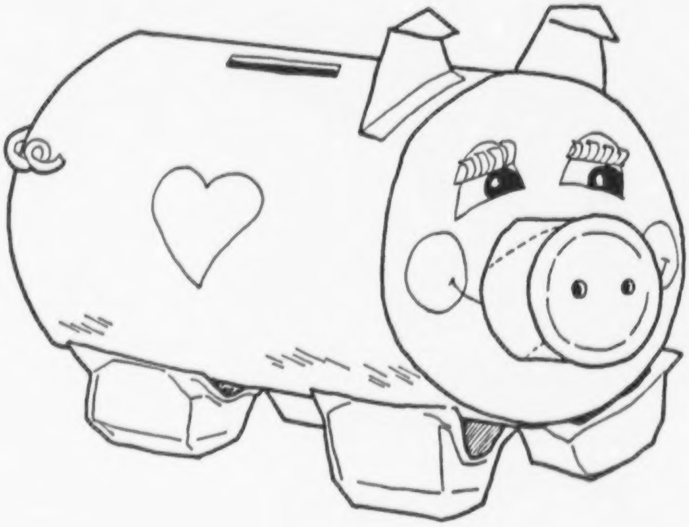
WHAT TO USE:

- cylinder-shaped box (salt box is good)
- egg carton
- cardboard tube (toilet paper roll, paper towel roll, etc.)
- large button
- construction paper
- glue
- scissors
- pencil
- tempera paint
- brush



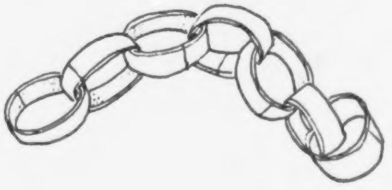
WHAT TO DO:

1. Cut the egg carton into individual sections. Use 4 sections for legs and 2 for ears.
2. Turn the empty box on its side and glue the egg carton sections to the box as shown.
3. Cut a 3-inch piece of cardboard tubing. Glue a button to the end of the tube.
4. Carefully cut a hole in the front end of the box. Make the hole a little smaller than the circumference of the tube.
5. Insert the tube in the hole. Now you have a removable snout for inserting or removing coins.
6. When the glue is dry, paint your bank.
7. Cut eyes out of construction paper and glue them to the front of the box. Try making curly eyelashes and a curly tail by wrapping a thin strip of paper around a pencil and holding it tightly for a minute. (The tail can be inserted into the salt box's spout.) Glue on the special features to give your pig its own personality!



From Box Crafts by Imogene Forte, (c) 1987. Incentive Publications, Inc., Nashville, TN.

THE CHAIN GANG



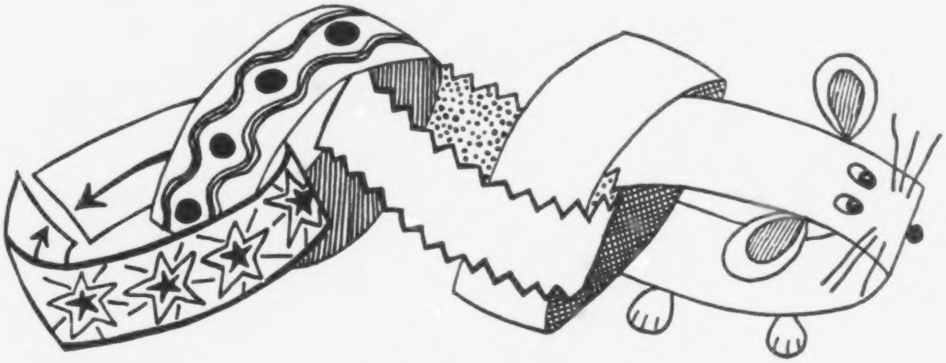
WHAT TO USE:

- colored construction paper
- glue
- scissors

WHAT TO DO:

1. Cut strips from various colored construction paper.
2. Decorate or notch the strips if you want a "fancy" chain.
3. Glue the ends of one strip together to make a loop.
4. Add to your chain by threading a strip through the first loop and gluing the ends together.

You can drape these around the room for decorations or use them to make funny chain-link animals.



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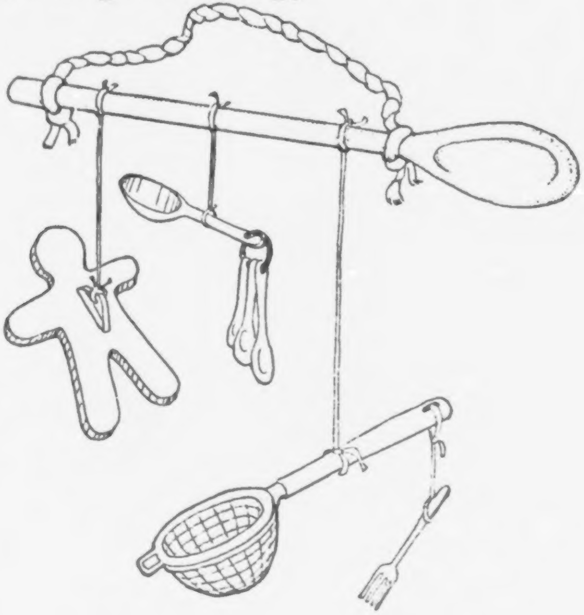
KITCHEN HANG-UPS

a perfect housewarming or shower gift



WHAT TO USE:

- kitchen gadgets (cookie cutters, spoons, forks, potato peeler, tea strainer)
- wooden mixing spoon
- kitchen twine
- scissors

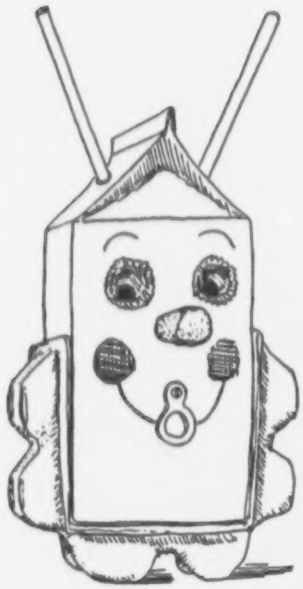
WHAT TO DO:

1. Gather kitchen gadgets to tie on your mobile. (They can later be cut off the mobile for use again.) **2.** Cut several equal lengths of twine to make a hanger for the mobile. Twist the lengths together to make it strong. **3.** Tie the twisted twine onto the spoon to make the hanger. **4.** Cut different lengths of twine to hold the gadgets. **5.** Tie the gadgets on to make an interesting pattern.

From Arts and Crafts From Things Around the House by Imogene Forte, (c) 1983.
Incentive Publications, Inc., Nashville, TN.

MAKE YOUR OWN THING-A-MA-JIG

and leave your friends guessing what it is



WHAT TO USE:

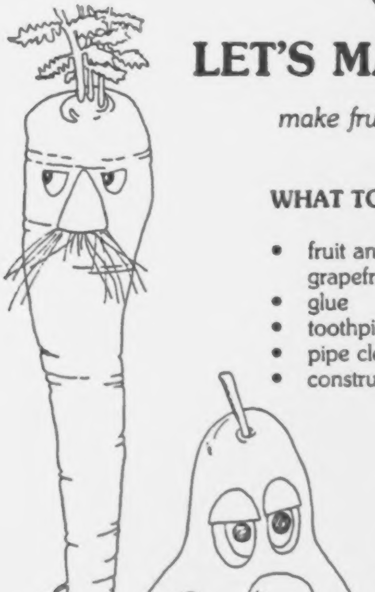
- newspaper
- any of these things — egg or different-size milk cartons, cheese and butter tubs, or other objects from your treasure chest
- scissors
- glue
- masking tape (if you have it)
- paint and/or felt tip pens

WHAT TO DO:

1. Clean and save empty containers until you have an interesting collection. **2.** Find a nice, big flat area to work in and cover the space with newspaper. **3.** Begin arranging the containers on top, beside, and around each other until an idea comes to you for your thing-a-ma-jig. Use your imagination and try to construct a truly creative product. It may be a building, spaceship, animal, or whatever you want. **4.** Glue or tape it all together. **5.** Use paint and felt tip pens to add the finishing touches.

YOO-HOO! LET'S MAKE A ZANY ZOO!

make fruit and vegetables come to life



WHAT TO USE:

- fruit and vegetables (apples, potatoes, lemons, grapefruit, carrots)
- glue
- toothpicks
- pipe cleaners
- construction paper scraps

WHAT TO DO:

1. Select one fruit or vegetable you would like to turn into a zany zoo animal. **2.** Use only the materials you need to give the animal a personality all its own. **3.** If you come up with one you like the first time, you may want to keep going until you have whole zany zoo!

From Arts and Crafts, by Imogene Forte, (c) 1983 by Incentive Publications, Inc., Nashville, TN 37215. Used by permission.

NOSE MASKS

Masks provide instant identities and, in this case, instant expressions. The eyes don't have it, the nose do — er, does.

MATERIALS

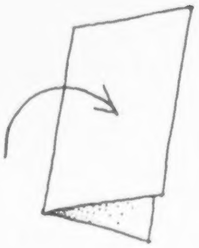
A sheet of 5½" x 8½" paper for each player
(cut pieces of 8½" x 11" paper in half)
Crayons or felt-tipped markers
Scissors

ROOM ARRANGEMENT

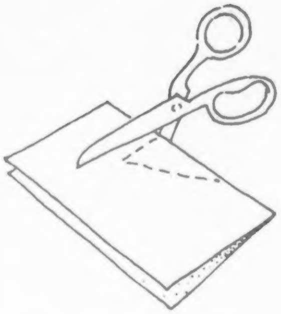
As is

TIME

20 minutes



FOLD



CUT HOLE
FOR NOSE

DIRECTIONS

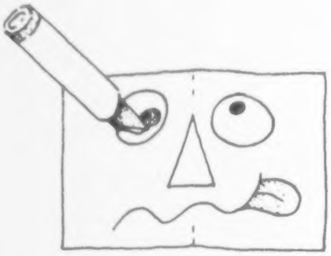
1. Players are seated at desks or tables. Give each player a piece of paper and a crayon or marker.

2. Players fold their sheets of paper in half and cut a hole for the nose from the folded edge. Since noses are smaller than one may think, start by having everyone cut a small triangular shape from the folded edge. When unfolded, it becomes twice as large so it is better to start small and trim away later.

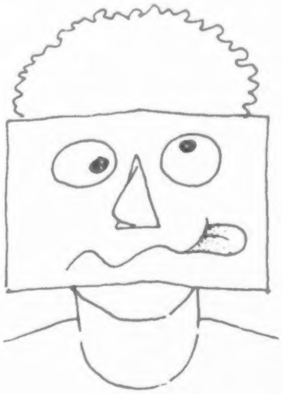
3. After nose holes have been adjusted, have players put the papers on their noses. When all masks are securely fixed, tell everyone to search for their eyes and carefully mark eye locations with a crayon. Next take off masks and poke a tiny hole for each eye.

4. Decorate masks with faces and expressions. Draw a mouth and two eyes (or three eyes for that matter). Suggest some characteristics — a grouchy frown, a wink, a smile, or even an imaginary face.

5. After masks are finished, everyone can put on an instant expression — ready to face the next assignment.



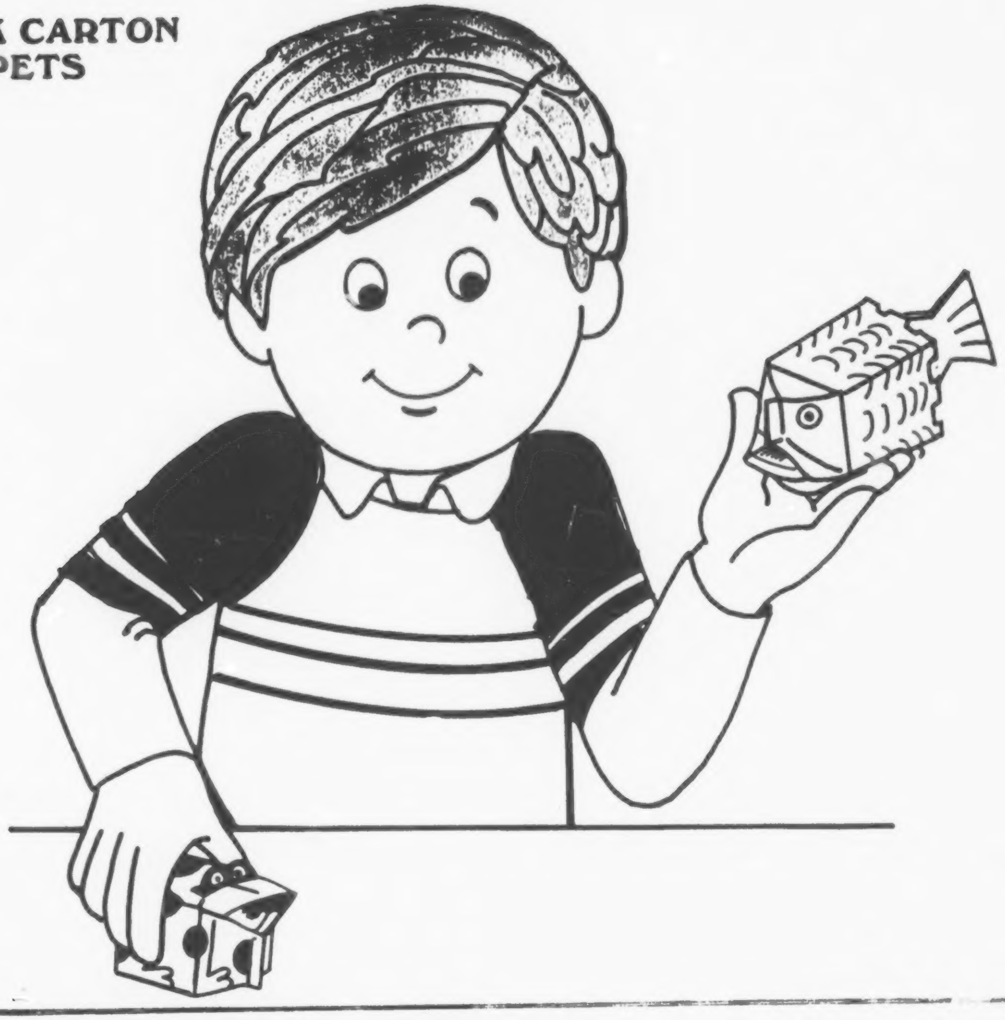
UNFOLD AND
DRAW A FACE



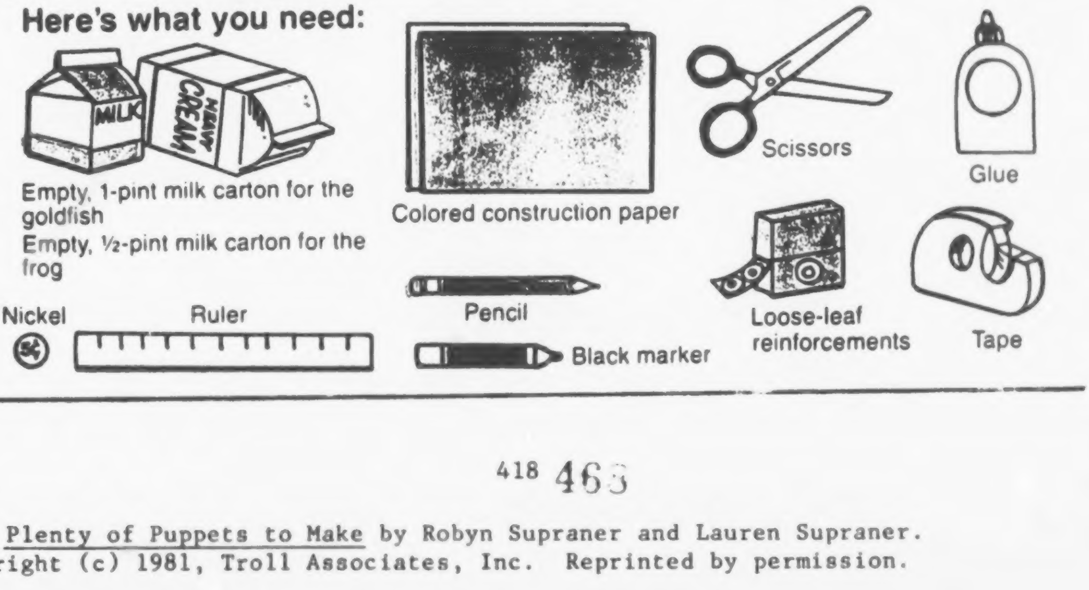
PLACE
ON
NOSE

From The Incredible Indoor Games Book by Bob Gregson. 1982 (c) Fearon Teacher Aids, P.O. Box 280, Carthage, IL 62321

MILK CARTON PUPPETS



Here's what you need:



- Empty, 1-pint milk carton for the goldfish
- Empty, ½-pint milk carton for the frog
- Colored construction paper
- Scissors
- Glue
- Loose-leaf reinforcements
- Tape
- Pencil
- Black marker
- Nickel
- Ruler

From Plenty of Puppets to Make by Robyn Supraner and Lauren Supraner.
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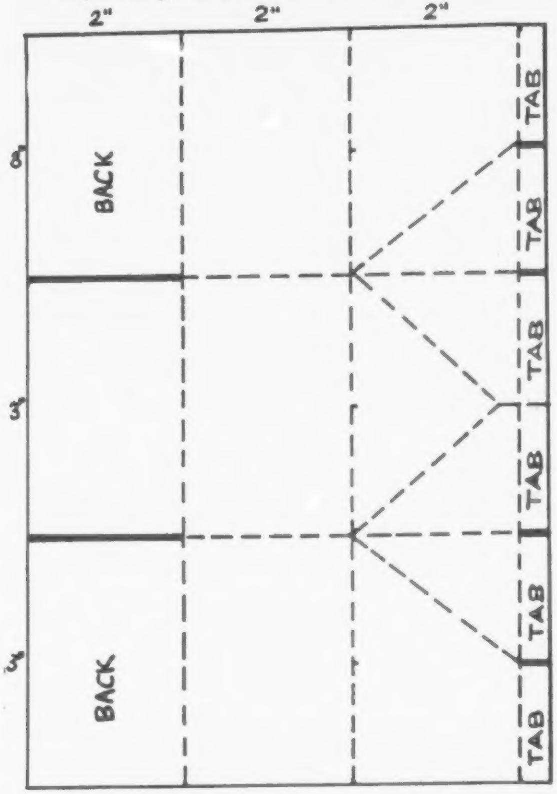
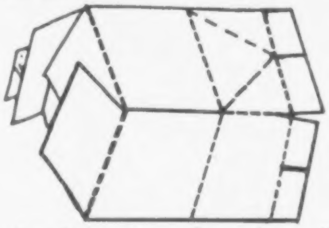
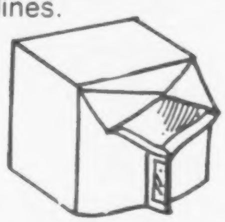
Here's what you do to make a frog puppet:

1 Rinse the empty ½-pint milk carton. Drain it, and pat it dry. This is your basic frog puppet. The open spout is its mouth. Hold the carton with your fingers on top and your thumb underneath. Move your thumb to make the mouth work.



2 Cover the carton with green construction paper. Use the picture at left to make the paper covering the right size. Cut along the heavy black lines.

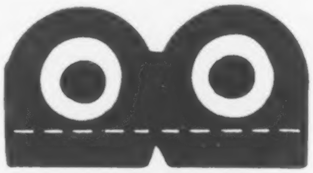


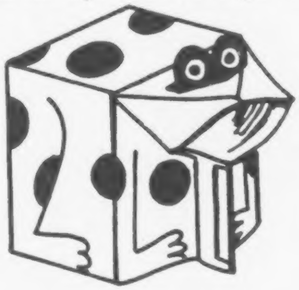


Tape the back tabs to the carton first.

Fold and tape all other tabs in place.

3 From black paper, cut out this shape. Stick two loose-leaf reinforcements in place for the frog's eyes. Fold the paper back along the dotted line and glue the eyes to the frog's face.



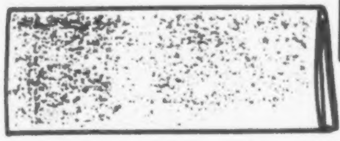


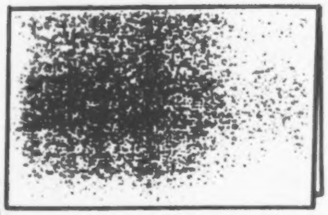
4 Draw two legs on each side of the frog's body, using a black marker. Glue some dark spots to the frog's body, too.

Here's what you do to make a goldfish puppet:

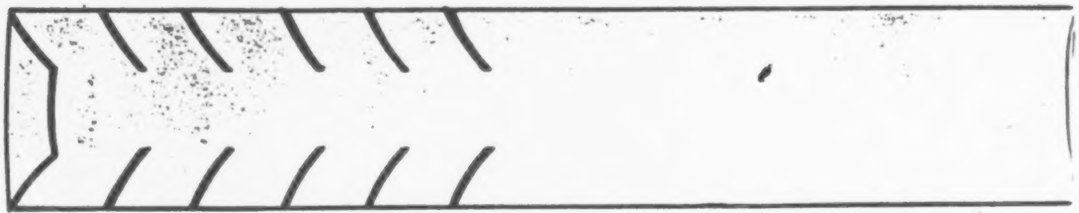
1 Use the 1-pint milk carton.

2 Fold a sheet of orange construction paper in half. Fold it in half again. And in half again. You will have a strip of paper that is folded into 8 sections.





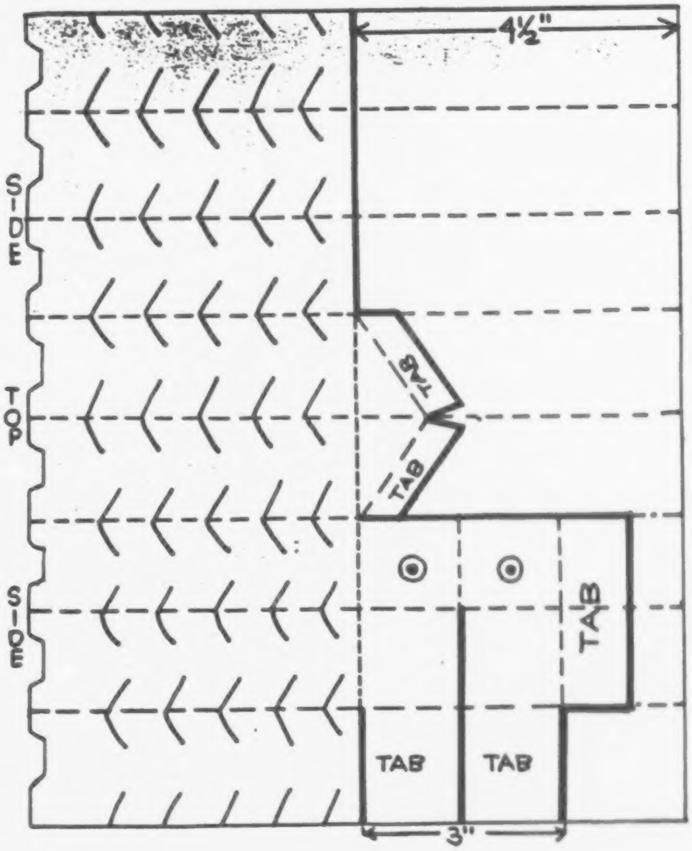
3 Make 5 slits on each si
of the folded paper. Ma
them about ¾" apart. Cut off the end pie

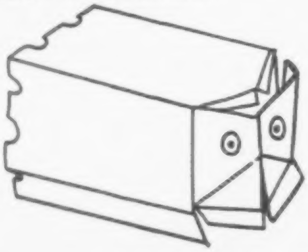


4 Now, slowly open the folded paper.

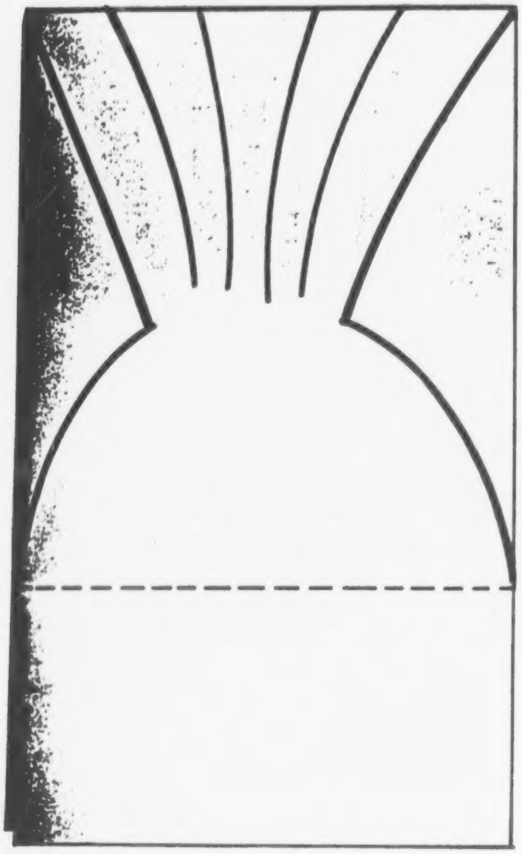
5 Cut away the part of the paper that lies to the right of the heavy black line so that just the tabs, the face area, and the body are left

6 Draw 2 small circles on bl
paper by tracing around a
nickel. Cut them out and
in place for the eyes. Stic
loose-leaf reinforcement
each black circle.



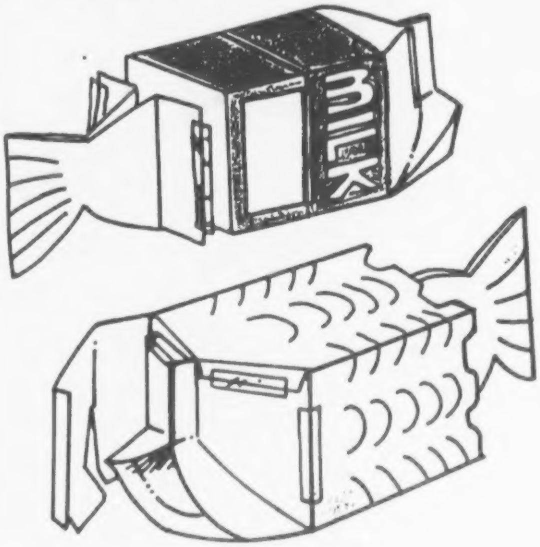


7 Gently fold the goldfish tc
fit the milk carton. Do not
tape it yet.

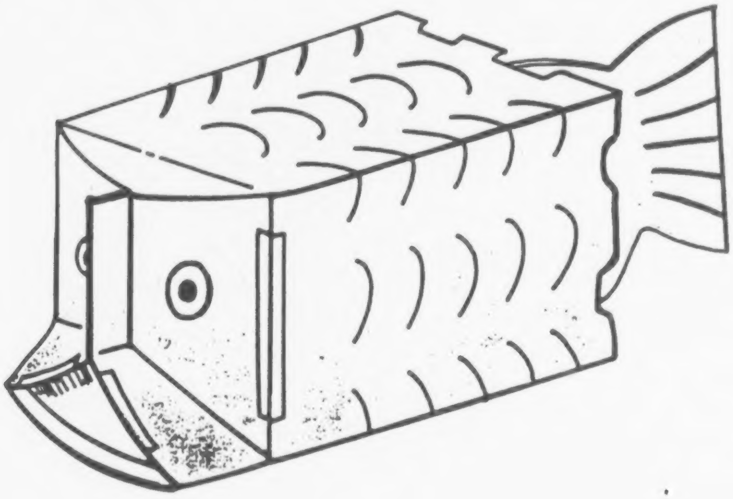


8 Fold another piece of orange construction paper in half and copy this shape on it. This will be the goldfish's tail. Cut it out and make slits in the tail. Fold both sides of the paper out along the dotted line.

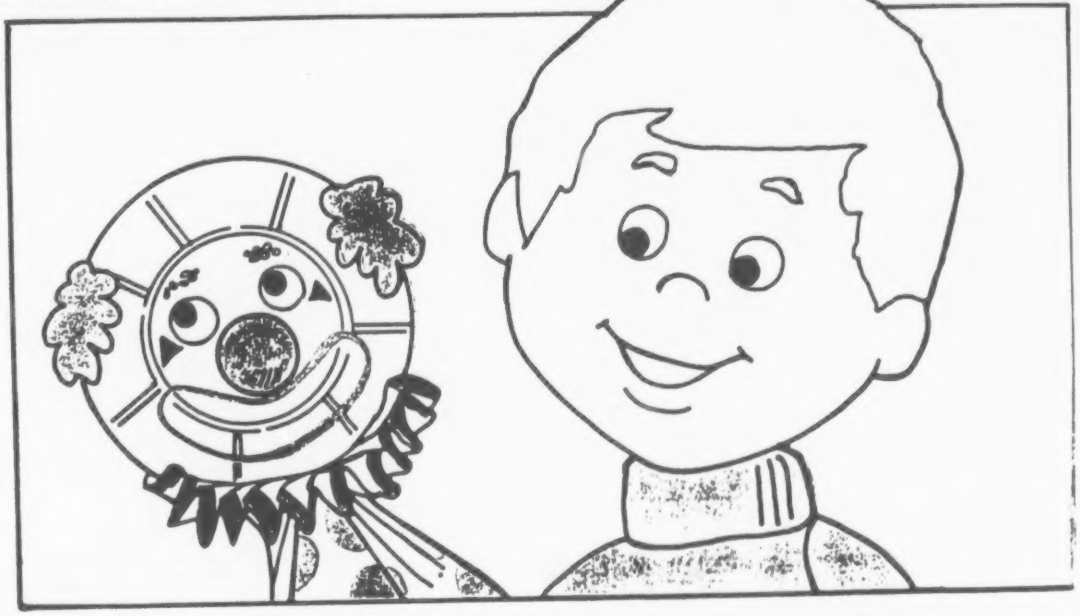
9 Tape tail to the milk carton.



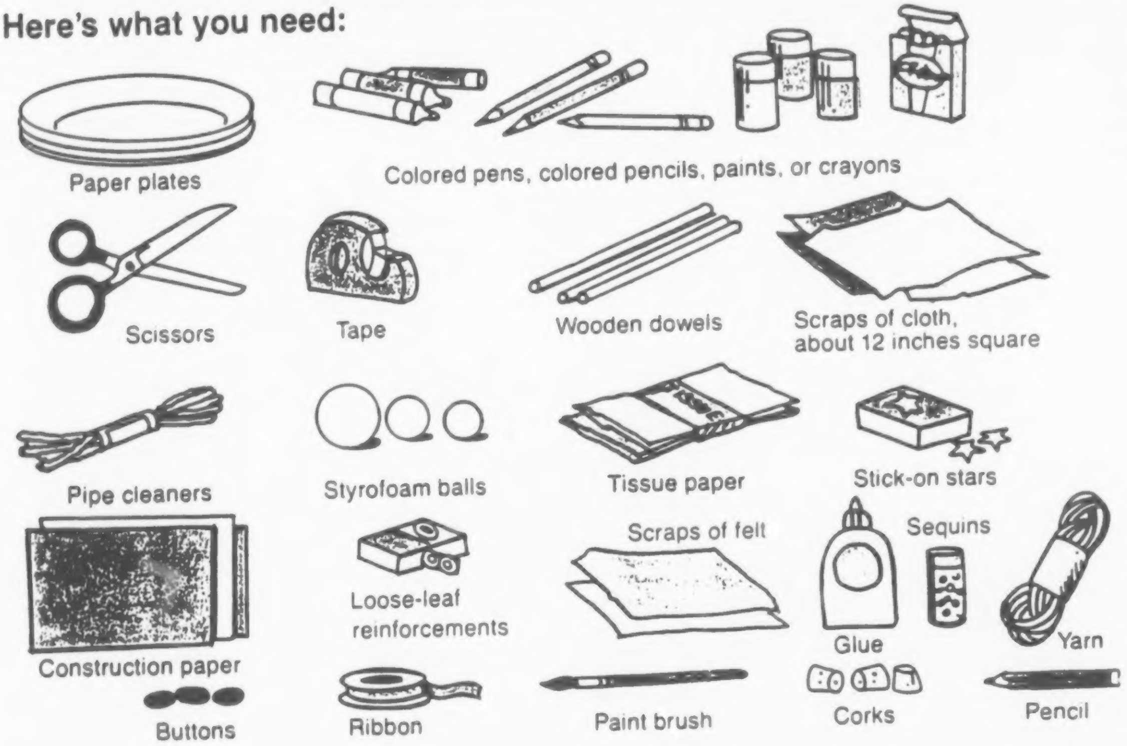
10 Tape the body of the goldfish around the carton. Your goldfish puppet is complete! Why not make a family of goldfish? Use a ½-pint carton for the baby goldfish.



PAPER PLATE PUPPETS



Here's what you need:


Paper plates
Colored pens, colored pencils, paints, or crayons
Scissors
Tape
Wooden dowels
Scraps of cloth, about 12 inches square
Pipe cleaners
Styrofoam balls
Tissue paper
Stick-on stars
Construction paper
Loose-leaf reinforcements
Scraps of felt
Sequins
Glue
Yarn
Buttons
Ribbon
Paint brush
Corks
Pencil

From Plenty of Puppets to Make by Robyn Supraner and Lauren Supraner.
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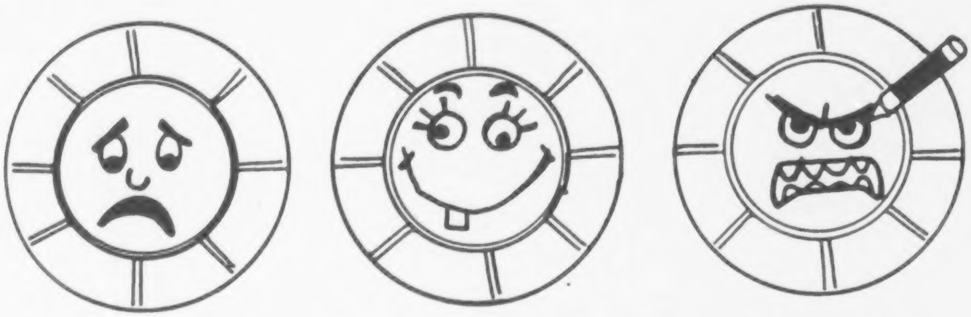
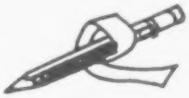
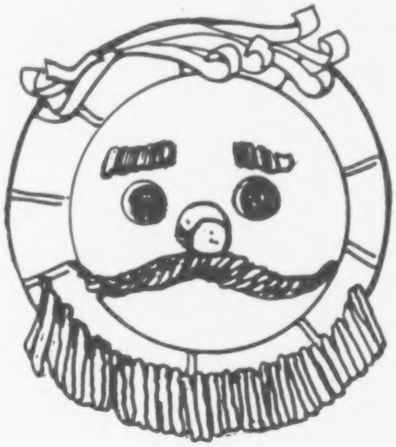
Here's what you do:



1 Take a paper plate and draw a face. Make it happy. Make it sad. Make it silly. Make it scary!

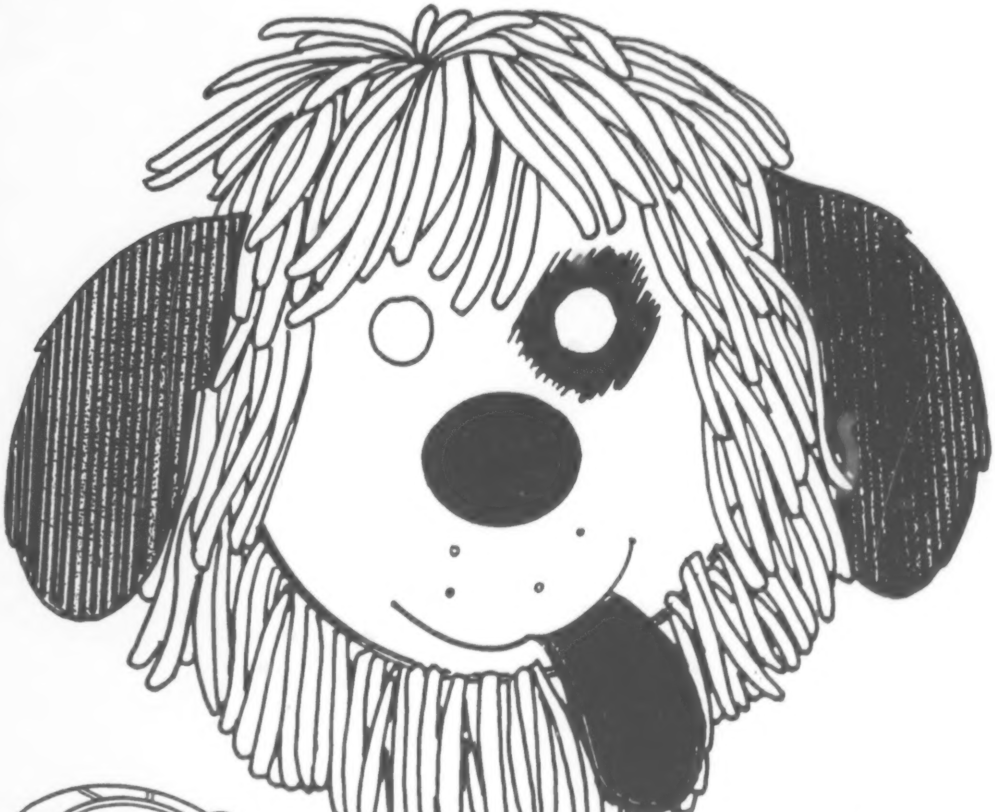
2 Decorate it with odds and ends. Use furry fabric or heavy yarn for mustaches and beards. They are good for making shaggy eyebrows, too.

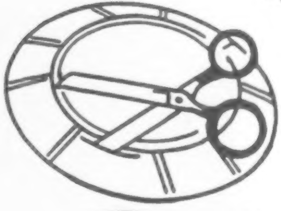


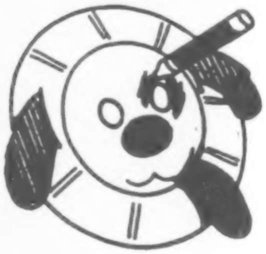


Make curls by tightly winding thin strips of construction paper around a pencil. Add ears and whiskers for animals. Use corks for noses. Cut them in half or use them whole. Use buttons for eyes. These are only suggestions. Use your imagination!

Make a shaggy dog puppet:







1 Cut two slits where the ears will go.

2 Copying the pattern, cut out two floppy ears with tabs. Use construction paper or material. Brown, black, or spotted ears would look nice. Push the tabs through the slits and tape them to the back of the plate.

3 Draw two black eyes. Draw a circle around one of the eyes. Paste a round button into place for the nose. Add a happy mouth.

4 Cut out a long tongue and glue into place.

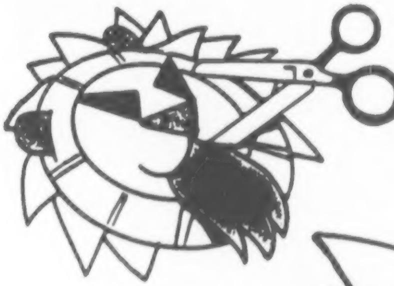
5 Cut lots of strips of yarn. Make different lengths. Glue the dog's fur to the face. Now your shaggy dog is ready to chase cats and bark!

Make a lion puppet:

1 Color the lion's face brown or yellow.

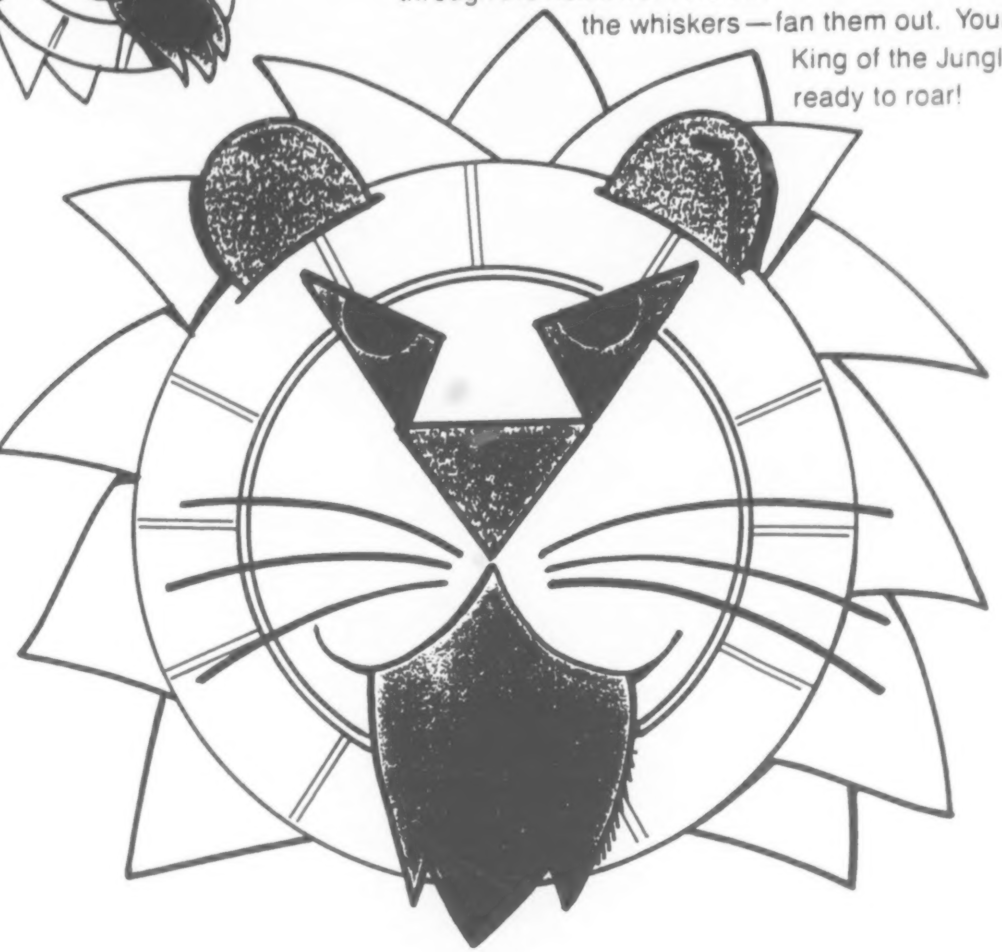
2 Glue yellow felt triangles around the lion's head and admire his mighty mane. Cut two ears and glue in place. Use a brown felt triangle for his nose.

3 Cut out two green triangles from construction paper. Draw black brows and eyes and glue to face.



4 At the bottom of the lion's nose, cut two curved lines and place an orange felt beard under the slits. Glue the beard to the back of the plate.

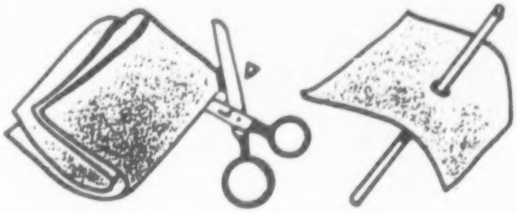
5 Poke two or three small holes under the lion's nose. Bend some pipe cleaners in half. Push the ends through the holes from the back of the face. Arrange the whiskers—fan them out. Your King of the Jungle is ready to roar!

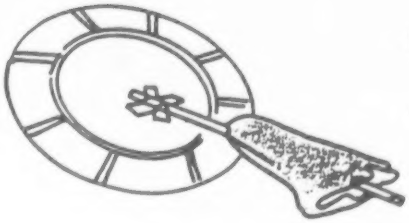


Here's what you do now:

1 For each of the puppets you'll need a wooden dowel and a cloth at least 12 inches square.

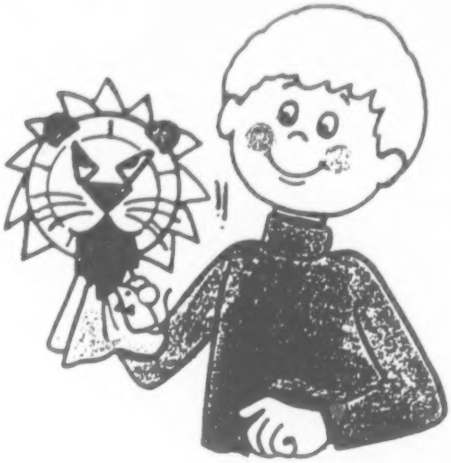
2 With scissors, make a tiny snip in the center of the cloth, just big enough for the stick to fit through.





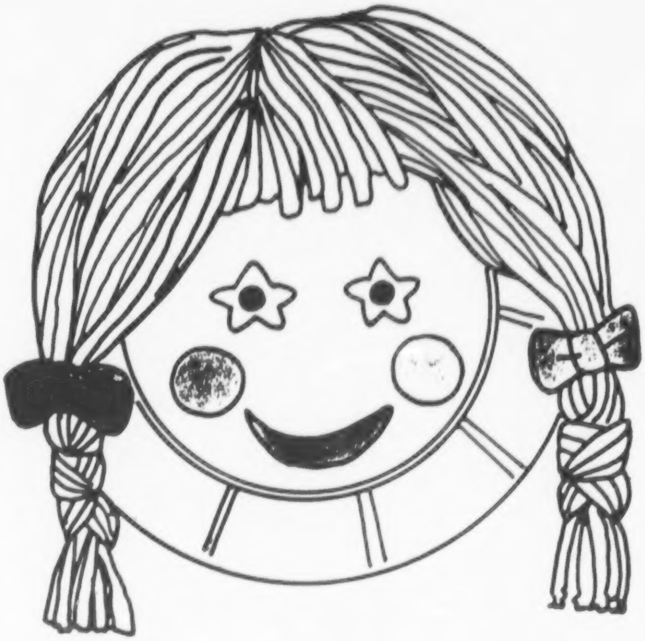
3 Tape the stick to the back of the plate.

4 The puppet's dress will hide your hand as you move your puppet about.



5 If you like, decorate the dress with some buttons and a pocket. How about adding a mouse to the lion?

Make a girl puppet with long braids:

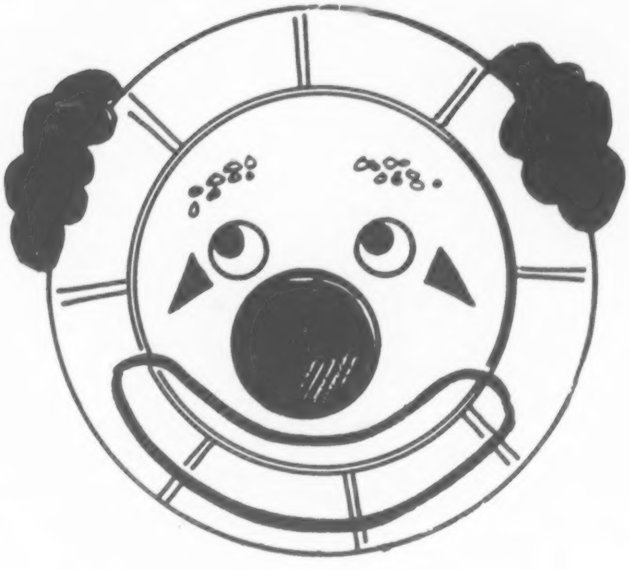


1 Make the braids with heavy yarn. Tie them with ribbon, and glue them on. Use short lengths of yarn for her bangs.

2 Glue on paper stars for her eyes. Make a black dot in the center of each star.

3 Add rosy cheeks and a smile.

Make a clown puppet:

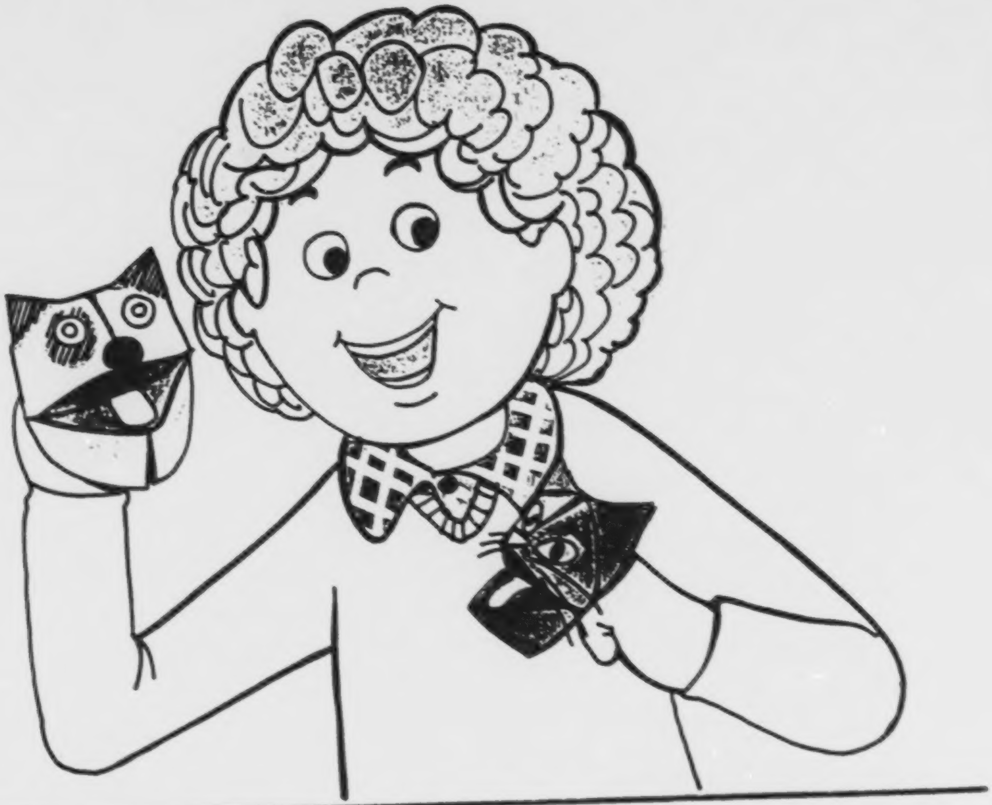


1 Use half of a Styrofoam ball for a nose.

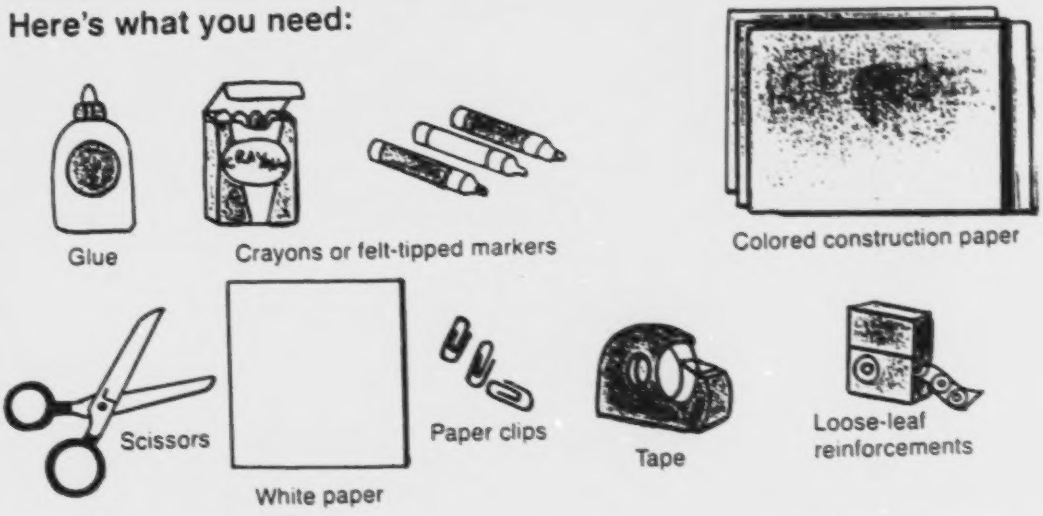
2 Paste loose-leaf reinforcements in the centers of his eyes. Make them sparkle with sequins!

3 Make shaggy hair from uneven lengths of thick, bright yarn. Glue everything in place. Add a grin and crinkles to the corners of the eyes.

CAT AND DOG PUPPETS



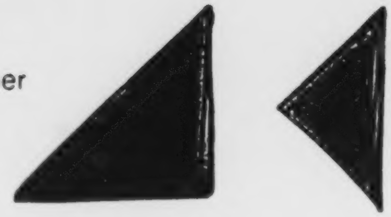
Here's what you need:


Glue
Crayons or felt-tipped markers
Colored construction paper
Scissors
White paper
Paper clips
Tape
Loose-leaf reinforcements

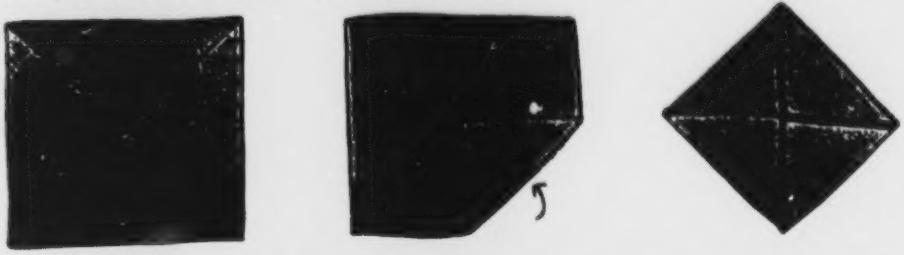
From Plenty of Puppets to Make by Robyn Supraner and Lauren Supraner. Copyright (c) 1981, Troll Associates, Inc. Reprinted by permission.

Here's what you do:

1 Fold a 9-inch square of colored construction paper into a triangle. Then fold again into a smaller triangle.

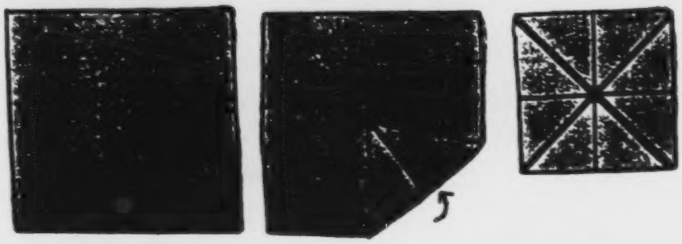


2 Open the sheet of paper. The center of the paper is where the folds cross.

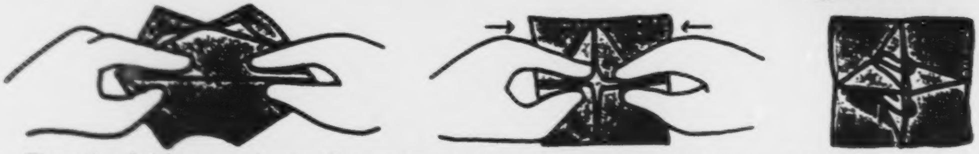


3 Fold each corner of the square into the center to form a smaller square.

4 Now turn the square over. Fold the corners to the center to make an even smaller square.



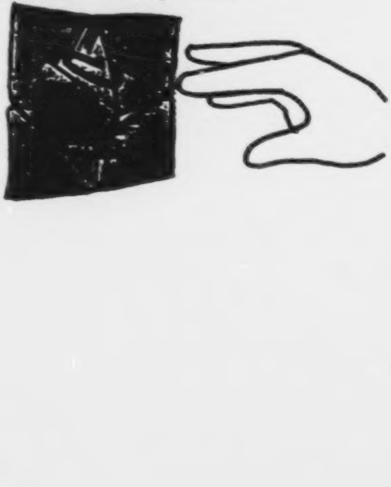
5 Fold this square in half, with the folded corners inside.



6 Turn the fold toward you. Grasp the inside of the puppet with your thumbs and index fingers and move the sides toward one another until they touch.

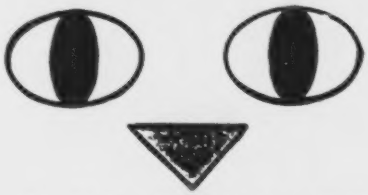
7 Put a paper clip at the top and bottom of the puppet to hold the sides together.

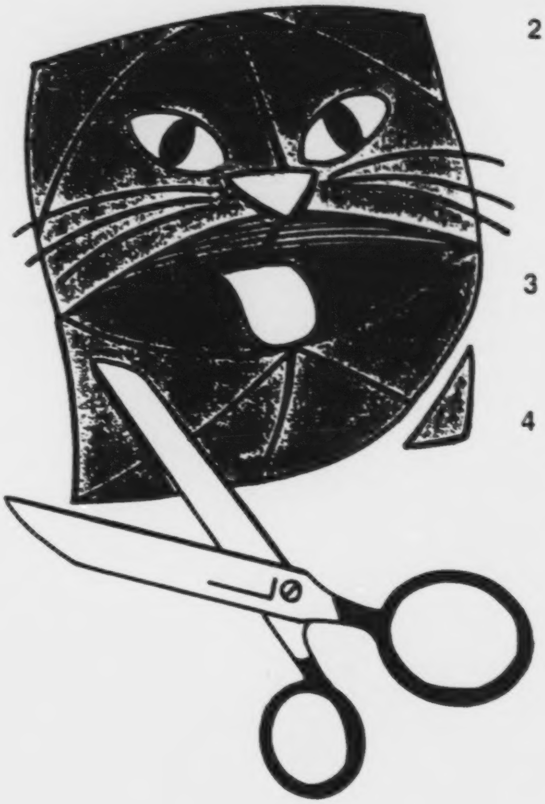
8 Slip your thumb and first three fingers into the four pockets. Tuck your pinky into your palm. You can work its mouth by moving your fingers.



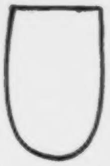
For a cat puppet—

1 Draw green or yellow eyes on a sheet of white paper. Outline them in black and draw black pupils. Cut them out and glue into place.





2 Cut out a pink triangle for a nose and glue into place.



3 Cut a strip of pink paper for a tongue and glue or tape it to the inside of the cat's mouth.

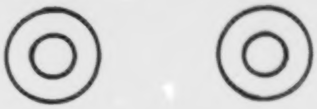
4 Cut thin black strips of paper and glue to each side of the nose. These are the cat's whiskers.

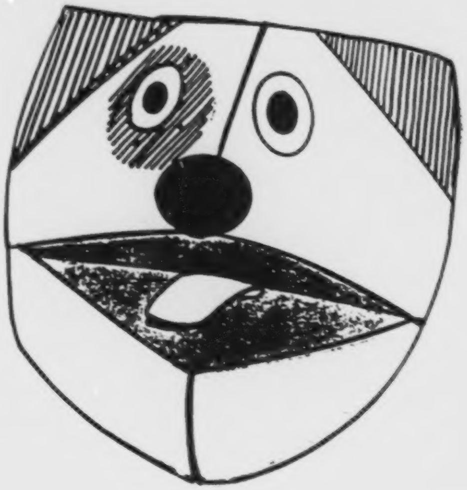
5 Bend the tops of the ears forward. Trim the chin with scissors to make it round. Open your cat's mouth and say "Meoow!"

For a dog puppet—

1 Use a tan sheet of construction paper for the dog.

2 Stick two loose-leaf reinforcements in place for the eyes. With a black crayon or marker, black out the centers of the eyes.

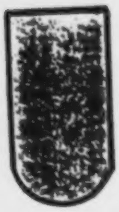




3 Color the ears and a spot around one eye brown.

4 Cut out a black circle and glue in place for a nose.

5 Fold a piece of red construction paper to about the size shown. Fit it into the dog's mouth and glue into place.



6 Cut out a pink strip of paper for a tongue and glue or tape it inside the mouth.

7 Trim the bottom corners of the dog's head and bend the ears, one up and one forward. Your dog is ready to howl!

PAPER AND CARD

Boxes and packages

You will need

- Thin white card
- Glue
- Scissors or craft blade
- Felt tips or crayons
- Pencil
- Ruler
- Needle and thread

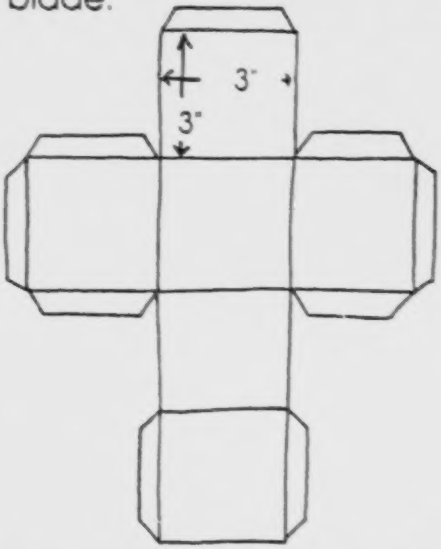
More ideas

By not gluing the last surface of the cube you have a box that can hold a small gift - candy, beads, a necklace, a handkerchief.

Using the pattern for a box, you can make various puzzles and games and many shapes for interesting packages.

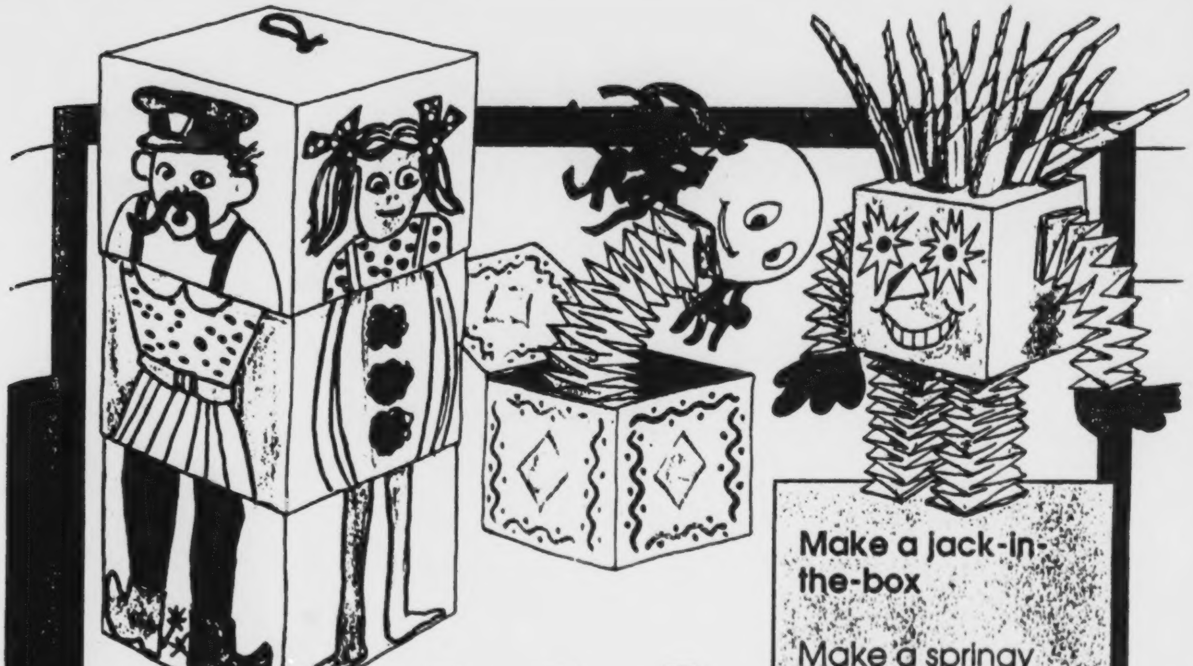
Muddle cubes

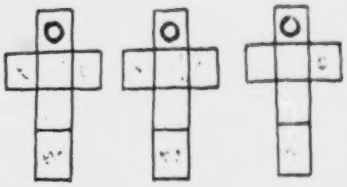
1. Draw a cube on the cardboard, following the pattern.
2. Provide tabs, as shown on the diagram, so that the box can be stuck together.
3. Cut out carefully, preferably using a craft blade.



4. Draw and cut out two more pieces the same size as the first one.

From Paper by Erica Burt, 1989. Vero Beach, FL : Rourke Enterprises.





5. Place your three flat boxes side by side. Carefully work out which surfaces are to be decorated with a similar design or pattern. You might choose to use letters and numbers. Why not make four figures that have to match? The top box has head and shoulders, the middle box arms and body, the bottom box the legs.

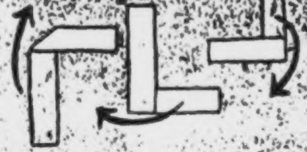
6. Score fold lines by tracing them with a non-cutting object (a pencil or the curved end of a paper clip). Use a ruler to get the line straight. Scoring makes it easier to fold cardboard.

7. Glue tabs and assemble each cube.

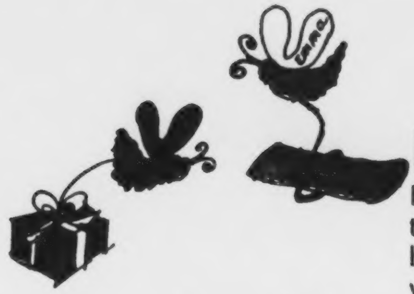
8. Thread three boxes together with string (you will need a needle at least 3" long).

Make a jack-in-the-box

Make a springy body by folding 2 strips of colored paper over each other.



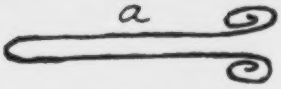
Stick one end to the inside of the box and stick the other end to a ping-pong ball with a face drawn on it. You can make a figure out of a larger box. Make arms and legs out of springy strips and use curls of paper for hair.

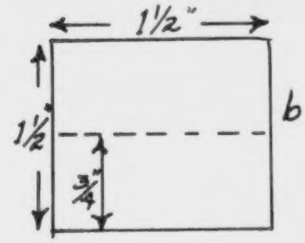


Busy Bees

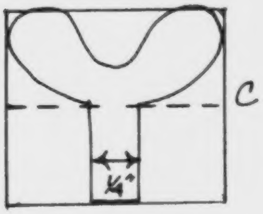
Busy Bees have an endless number of uses—as favors, gifts, ties on gift-wrapped packages, or table decorations. To use a bee as a place card, write your guest's name on the wing and wind the wire holder around a rolled napkin.

Materials: flexible thin wire, such as number 22 spool wire (covered with thread if you can find it), colored pipe cleaners (found in art-supply or craft stores), construction paper or stiff or starched netting or fabric, scissors, ruler, black felt-tipped pen with fine point





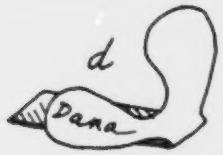
1. Cut one piece of wire 5" long for bee's body. Fold it in half and curl up about ½" on each end, as shown, making antennae (a).



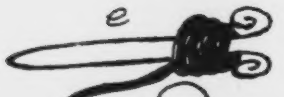
2. To make wings, cut a 1½" square of paper, netting, or fabric. Measure, mark, and draw a line across center ¾" from the bottom (b).

Above the line, sketch wings as shown (c). Below line, draw a base stem about ¼" wide. Cut out around red lines. *Don't cut across base.*

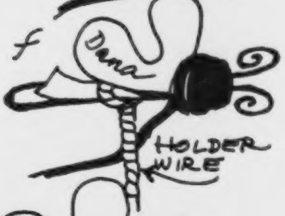
Fold the wings over as shown (d). Write guest's name with felt-tipped pen across one or both wings if you wish.



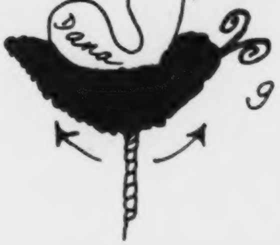
3. To complete bee, pick up body wire you made in Step 1. Hold it horizontally with antennae at one side. About ½" beyond the curled ends, begin to wind the pipe cleaner around the body wire (e). Wind a ball about ½" wide, which will become the head. Leave rest of pipe cleaner hanging down until needed.



4. Cut a 6" piece of wire to make a holder. Place wings against the back of the head as shown (wing-fronts forward), with base of wings stretched out along top of body wire (f). Hold base in this position with one hand. With the other, fasten wings to body by wrapping the holder wire around wing base a couple of times. Leave rest of holder wire hanging straight down.



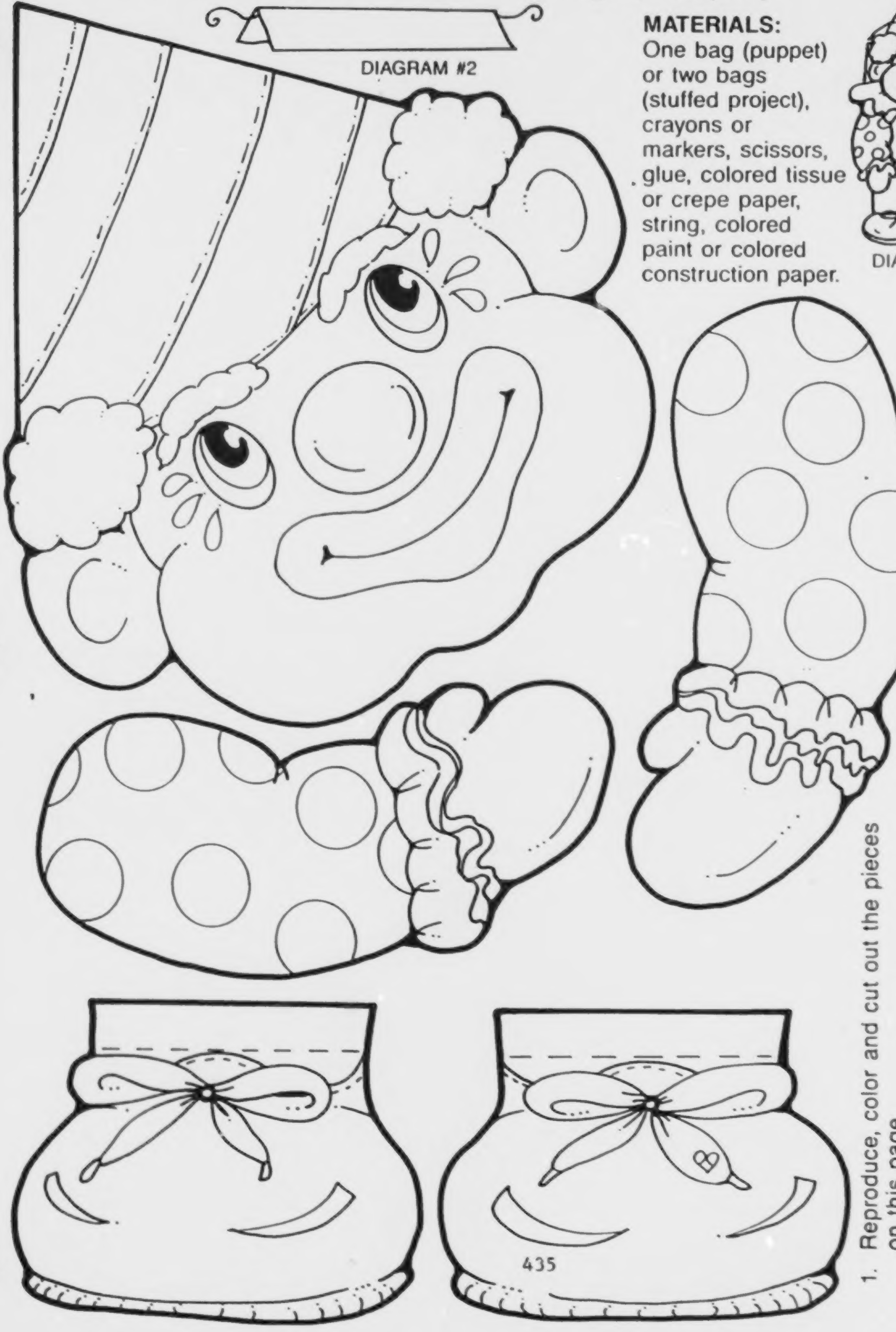
5. Continue wrapping remaining length of pipe cleaner over wing base and holder wire knot. Cover wires and make body fatter in middle. Wings should stand straight up, and holder wire should point straight down. Shape antennae and body into slight curve (arrows, g). If you wish, add dots for eyes on front of head.



Let's Give A Party. Grosset & Dunlap, 1976 by Susan G. Purdy.

CLEVER CLOWN

(Stuffed Character — See Page 6, Example 1)



MATERIALS:
One bag (puppet) or two bags (stuffed project), crayons or markers, scissors, glue, colored tissue or crepe paper, string, colored paint or colored construction paper.

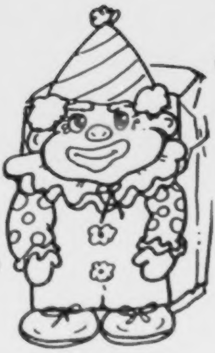


DIAGRAM #1

From Paper Bag Art Projects, by Dianna J. Sullivan, Copyright © 1987, Teacher Created Materials, Inc., Huntington Beach, CA.

1. Reproduce, color and cut out the pieces on this page.
2. Glue on head, arms and shoes. (Paint round dots or glue round dots of colored construction paper on the clown's front.)
3. Collar: (see diagram 2) Use colored tissue paper or crepe paper (8" x 2") and string to make a gathered collar.

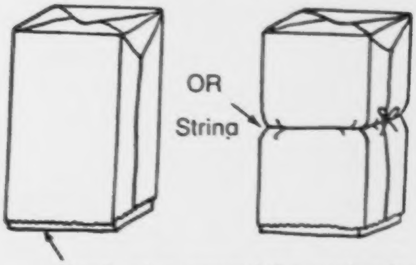
STUFFING PAPER BAGS

MATERIALS:
One or two sacks (brown lunch sacks, colored lunch sacks, or sacks spray painted a color), newspaper, string, markers or crayons, scissors, glue.

1. Reproduce, color and cut out the pieces on the page.
2. Tear up newspaper or tear newspaper into strips. This is what you'll use to stuff your paper bag. (See directions for: Stuffing Paper Bags).
3. Glue the head, arms, feet, wings, body, hat, hands, tails and fins pieces on your stuffed character. See the picture diagram on each project to show you where to place the pieces on the character.

***NOTE:** Any additional instructions to complete your character are printed on the project page.

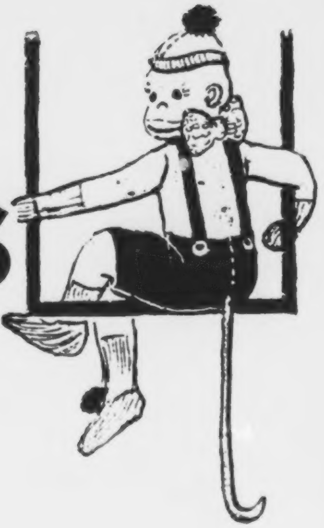
EXAMPLE #1



Apply glue around the sack edge.

(2 Sacks): Stuff one of the two sacks. Slide the empty second sack over the stuffed sack. Glue the sacks together or tie the sacks together with string.

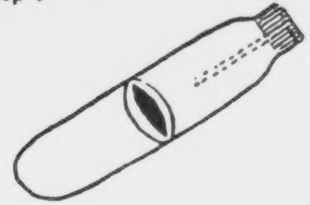
How to make
SOCK TOYS



"Reprinted with permission from Pack-O-Fun Magazine, 701 Lee St., Suite 1000, Des Plaines, IL 60016. Published bimonthly (6 times a year), $11.95 per year."

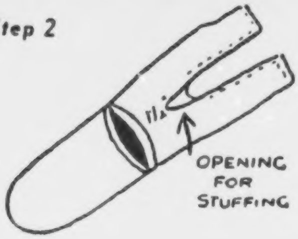
BASIC INSTRUCTIONS FOR MONKEY

Step 1



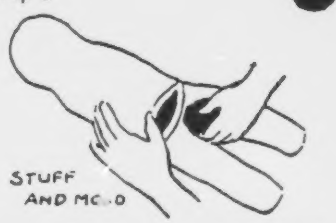
Turn sock inside out. Start 3" from white heel and sew two seams ½" apart and across end of the rib.

Step 2


1½
OPENING FOR STUFFING

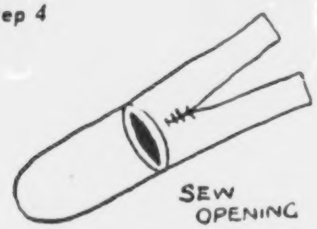
Cut sock between seams to within 1½" of white heel. This leaves opening for stuffing.

Step 3


STUFF AND MOLD

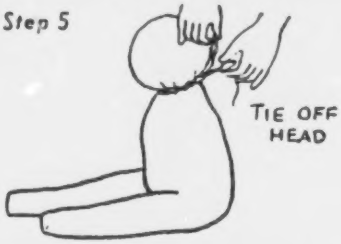
Turn sock right side out. Stuff with one hand and mold shape to suit with other.

Step 4


SEW OPENING

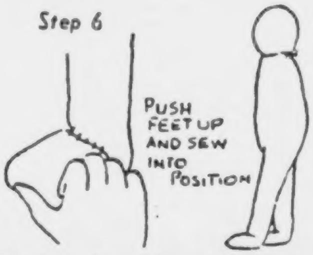
Sew up opening from top to bottom so that legs are spread apart and not pulled together.

Step 5


TIE OFF HEAD

To shape head, tie loosely at neck with ribbon. For a more floppy head tie ribbon tighter.

Step 6


PUSH FEET UP AND SEW INTO POSITION

For feet, bend legs into L-shape for desired foot length and sew crease with strong white thread.

RED HEEL MONKEY

SOCK NO. 2

CAP: Cut off toe of the sock, leaving ½" of brown to roll for a trim.

TAIL: Cut a 1" strip the entire length of the front of the sock. Seam and stuff.

MOUTH: Cut the heel from the sock, leaving a brown edge around the white. Fasten on lower part of face, whipping around the bottom; stuff and finish sewing around top. The mouth can be improved by a running stitch of either black or white across the middle.

ARMS: Cut the remaining upper part of the sock into two pieces. Seam and stuff.

EARS: Cut the ears from the remaining brown part of the sole of the sock.

EYES: The eyes can be made either by sewing on buttons or by embroidering them with black thread. In this same operation a nose can be indicated by two small embroidered marks.

Fig. 1

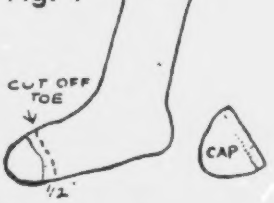

CUT OFF TOE
½
CAP

Fig. 2

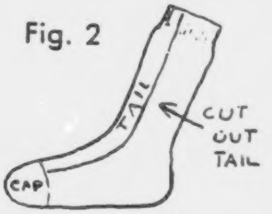

TAIL
CUT OUT TAIL
CAP

Fig. 3

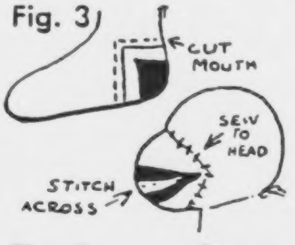

CUT MOUTH
SEW TO HEAD
STITCH ACROSS

Fig. 4

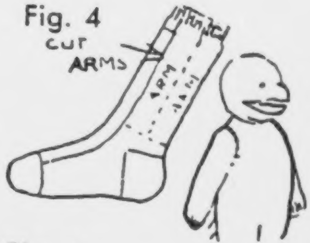

CUT ARMS
ARM
ARM

Fig. 5

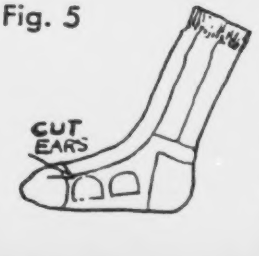
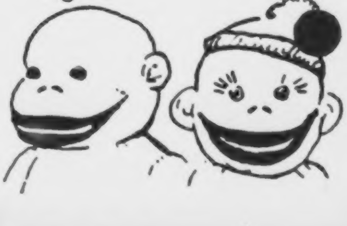


Fig. 6



There are many variations from this basic pattern. Decorations can be either pom poms, yarn or bells. Sometimes a fez is used for a cap. Jackets and skirts are also used for clothing the monkey.

PINWHEEL

MATERIALS

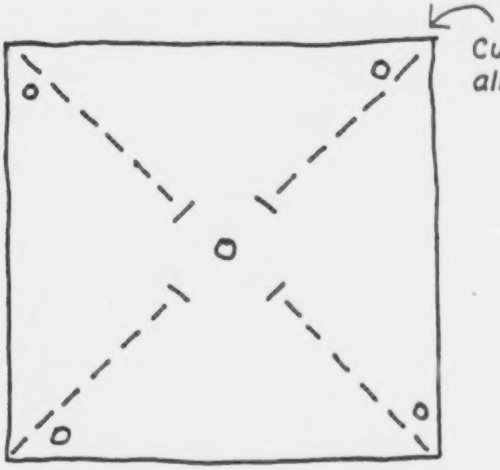
- 6" square piece of paper
- Pencil with eraser
- Straight pin
- Scissors

If using white paper, color or paint a colorful, abstract design. Place design face down. Draw dots on the corners and center of the paper. Cut along the dotted lines as shown, but don't cut all the way through the center of the square.

Fold the corners into the center of the square, lining up the dots on top of each other.

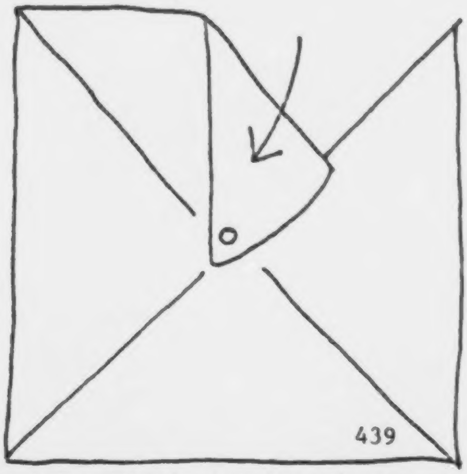
Push the straight pin through the corner dots, through the dot in the center of the square, and into the side of the pencil's eraser.

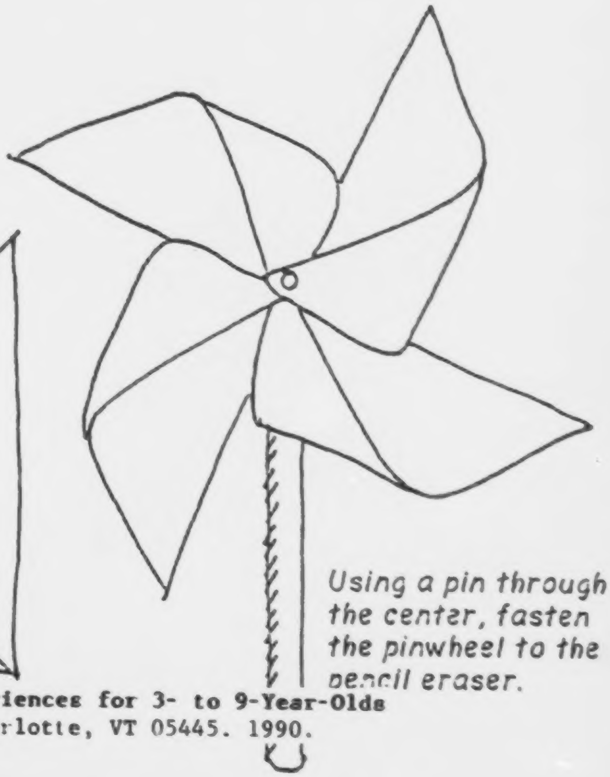
Blow into the pinwheel, and watch it spin!



Cut from corners almost to center.

Fold the dotted corners to the middle.





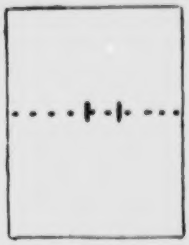
Using a pin through the center, fasten the pinwheel to the pencil eraser.

Excerpted from **KIDS CREATE! Art & Craft Experiences for 3- to 9-Year-Olds**
by Laurie Carlson. Williamson Publishing, Charlotte, VT 05445. 1990.

SILLY MIXED-UP ANIMAL BOOK

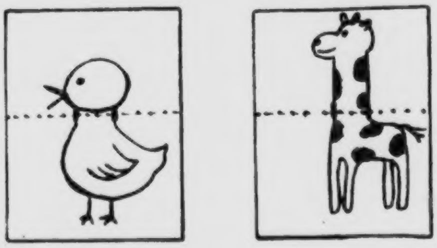
Make a mix-and-match book of animals:

1. Prepare pages of the same size with a horizontal cutting guideline (dotted line) and vertical "neck" lines reproduced to line up together when the pages are stacked.

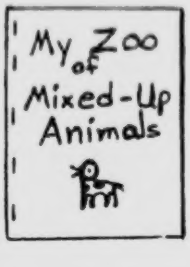


Neck should be slightly to right of center to allow margin for "binding"

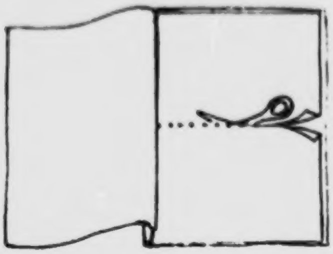
2. Draw a different animal on each page, extending the neck lines up into a head and below into a body. Color.



3. Fold construction paper for a cover and decorate it.
4. Insert the pages into the cover and staple together, using several staples to secure the pages.
5. Cut the pages along the cutting line, almost to the staples. Do not cut the pages completely in half.



My Zoo of Mixed-Up Animals



6. Turn the top and bottom pages independently to create mixed-up animals.

From Paper by Erica Burt. Copyright 1989.
Rouke Enterprises, Inc.

Teacher:
"What is the highest form of animal life?"

Pupil:
"The giraffe."

Joe:
"I bought a goat this morning."

Mother:
"Where are you going to keep him?"

Joe:
"In the house."

Mother:
"What about the smell?"

Joe:
"He won't mind that."

Pupil:
"What has 12 legs, a brown fuzzy body, and purple eyes?"

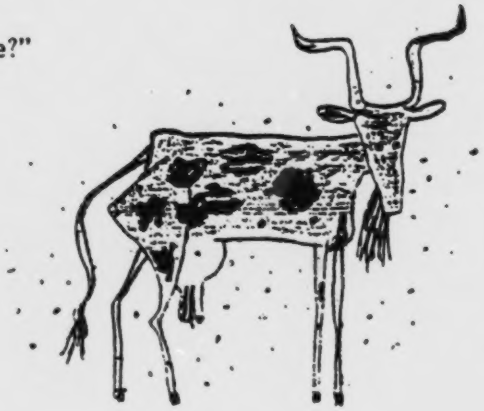
Teacher:
"I don't know, what has?"

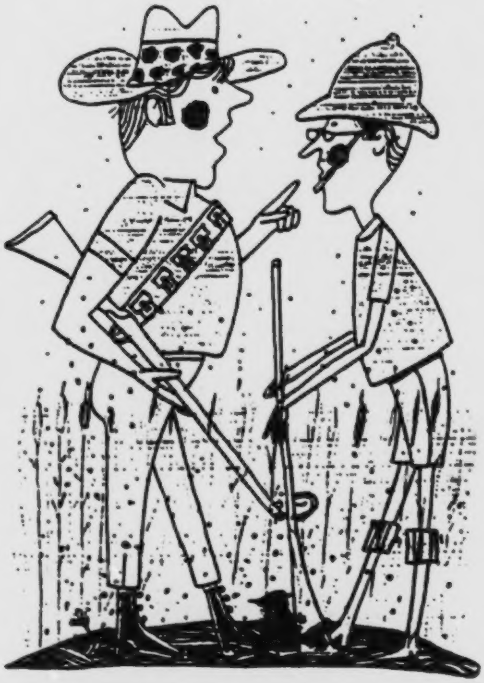
Pupil:
"I don't know either, but it certainly doesn't look nice on your neck."

Patient:
"I can't sleep these nights, doctor. I have terrible insomnia. What shall I do?"

Doctor:
"Sleep near the edge of the bed. You'll probably drop off more easily."

The judge looked at the prisoner and thought he'd seen him in court before.
"Have you ever been up before me?" asked the judge.
"I don't think so," the man said. "I work nights and don't get up till three in the afternoon."





Guide on Safari:
"Now remember what I told you; when you see that leopard, shoot him on the spot."

Gamehunter:
"Which spot?"

From Tell Me A Joke edited by Dona Bruce.
Copyright (c) 1966, the Putnam Publishing
Group, New York.

Illustrated by Bill Sohol.

SILLY SUMMER READING RIDDLES

Q: What has leaves, but no bark,
Wears a jacket, but no tie,
Has a spine not made of bone,
And is good company when you're alone?

A: A book.

Q: When is a bell like a story?

A: When it is tolled.

Q: Where does February come before January?

A: In the dictionary.

Q: What's never in doubt, but always in question, has a tail but no legs, and needs "you" standing beside it?

A: The letter "Q".

Q: What undercover agent is found in a library?

A: A bookworm.

Q: What would you call an exchange of correspondence between Des Moines and Baton Rouge?

A: Capital letters.

Q: Who has a head with a "tail"?

A: An author.

Q: What is the difference between a textbook and a shoemaker?

A: One has footnotes and the other notes a foot.

Q: What has 6 short legs, 4 arms, 1 pen, 366pages and rocks?

A: A child in a rocking chair writing
in a leap-year diary.

Q: Why did the author want to improve his basement?

A: So he'd have a best seller.

Q: Which vegetable could read a book, a short story and a newspaper at the same time?

A: A potato; it has lots of eyes.

Q: Why couldn't the sheriff find the outlaw in the forest?

A: Robin Hid.

Q: You can use it every day but never use it up; parts of it can tell you anything you want to no; but arranged properly it means nothing. What is it?

A: The alphabet.

Q: What might you say to an empty bookcase?

A: You ought to be ashamed of yourshelves.

Q: What is the difference between a book and a furniture store?

A: A book has a table of contents, the store has a content of tables.

Q: Why is a riddle book like a hen house?

A: Both are full of cackles.

Q: What did the page say to the word?

A: I like your type.

From Riddle me a Book Week Riddle, Children's Book Council.

JOKES

How does a monster count to sixteen?
On its fingers.

When are cooks mean?
When they beat the eggs and whip the cream.

What is yellow, has feathers, and pops up and down?
A canary with the hiccups.

What do you call a cat who eats a lemon?
A sourpuss.

What do you call a fish that chases mice?
A catfish.

What do you call a dog at the beach?
A hot-dog.

I have teeth, but no mouth. What am I?
A comb.

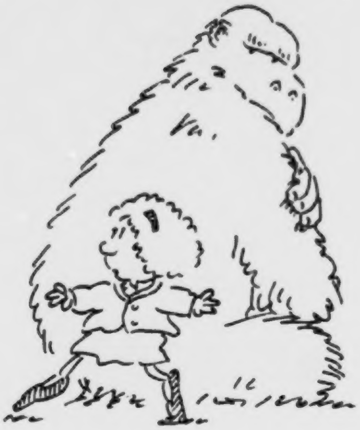
I have hands and a face, but I can't touch or smile. What am I?
A clock.

I have legs but can't walk. What am I?
A table.

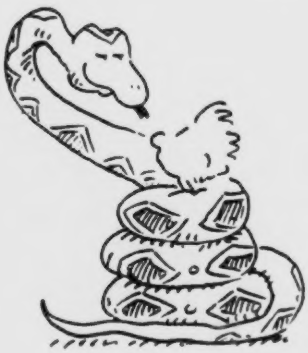
I have eyes, but can't see. What am I?
A potato.

AT THE ZOO

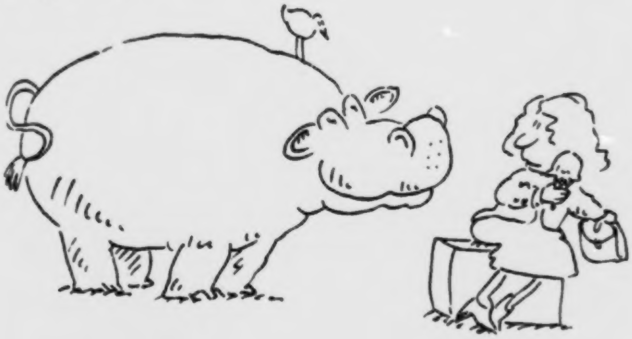
We went to the zoo
But who looked at who?



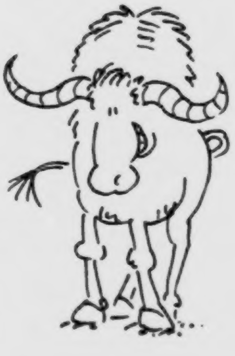
We saw the gorilla
Looking at Willa.
We saw the yak
Staring at Jack.
We saw the cheetah
Peering at Rita.



We saw the snake
Gazing at Jake.
We saw the pony
Glancing at Tony.
We saw the lamb
Catch sight of Pam.



We saw the hippo
Watch Ms. De Filippo.
We saw the duck
Peeking at Chuck.
We saw the lion
Glaring at Ryan.
We saw the panda
Observing Amanda.
We saw the llama
Eyeing Steve's Mama.



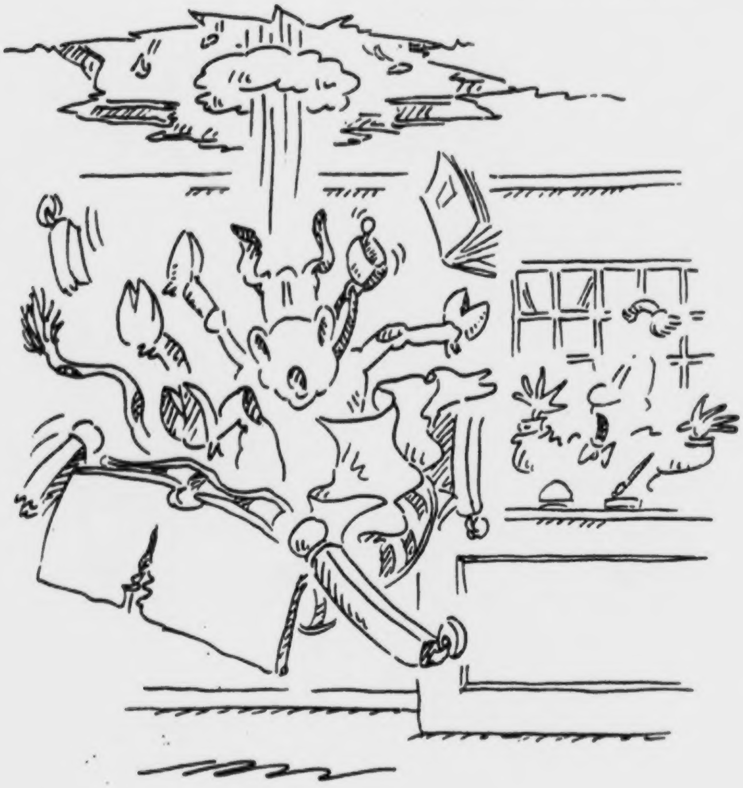
And we saw the gnu
Smiling at you.

That's who looked at who
When we went to the zoo.

"Brave Things" from THE BUTTERFLY JAR by Jeff Moss, Illustrated by Chris Demarest. Copyright (c) 1989 by Jeff Moss, Illustrations Copyright (c) 1989 by Chris Demarest. Used by permission of Bantam Books, a division of Bantam Doubleday Dell Publishing Group, Inc.

COW IN THE CITY

A cow took a trip to the city one day.
She nibbled on the sidewalk 'cause there wasn't any hay.
She mooed at the cars 'cause there weren't any sheep.
And at night she went to a hotel to sleep.
She got into bed and it broke with a crash,
So back to the country she ran in a flash,
And safe in her barn, mooed a long happy moo.
(If I were a cow, that's what I'd do, too.)



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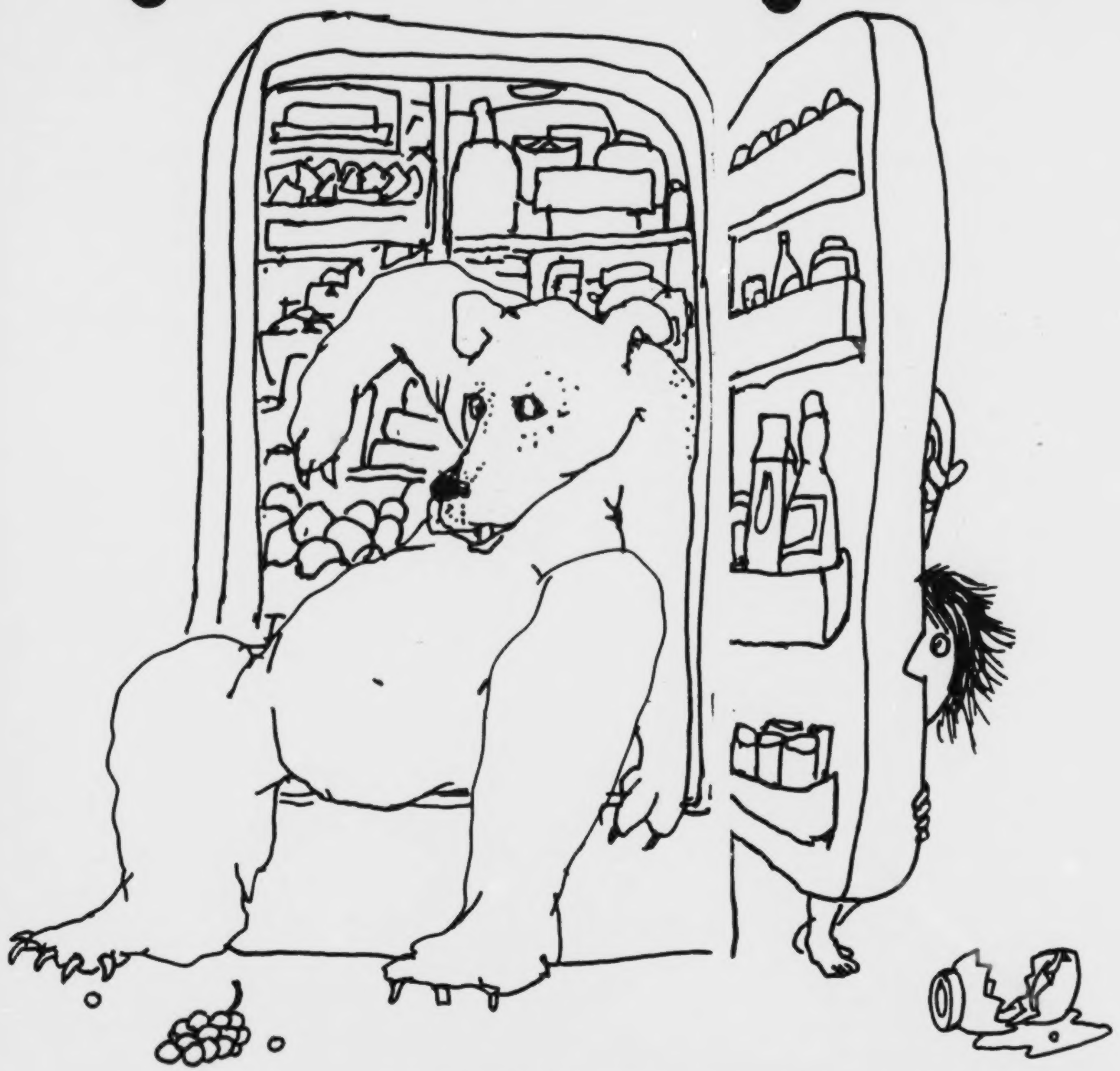
AUNT SAMANTHA

Aunt Samantha woke one day
and sat up in her bed,
when a middle-sized rhinoceros
sat squarely on her head.

She did not seem the least put on,
was not at all annoyed;
in fact, as she addressed the beast,
she sounded overjoyed.

"I'm very glad you're up there,
though you've squashed my head quite flat,
for you've saved me all the botherment
of putting on my hat."

From The Queen of Eene by Jack Prelutsky. Copyright (c) 1978. Reproduced by permission of William Morrow & Company, Inc./Publisher, New York. No further reproduction is authorized.



BEAR IN THERE

There's a Polar Bear
In our Frigidaire—
He likes it 'cause it's cold in there.
With his seat in the meat
And his face in the fish
And his big hairy paws
In the buttery dish,
He's nibbling the noodles,
He's munching the rice,
He's slurping the soda,
He's licking the ice.
And he lets out a roar
If you open the door.
And it gives me a scare
To know he's in there—
That Polary Bear
In our Fridgitydaire.

450

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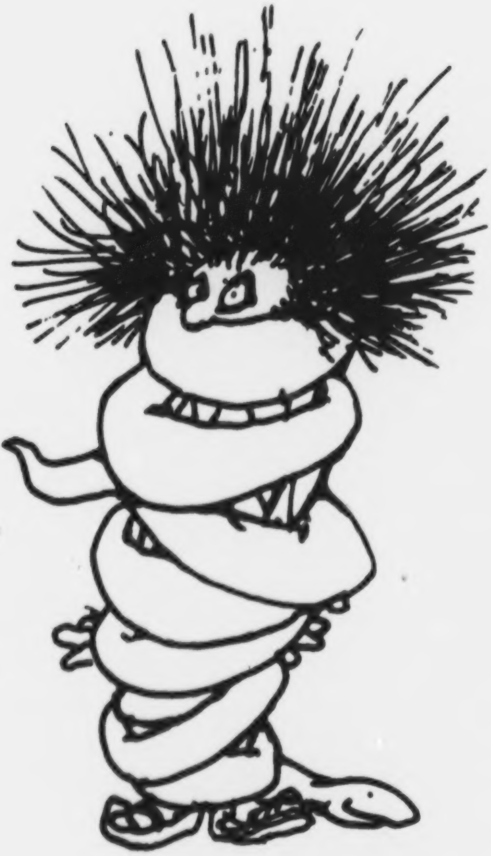
HULA EEL

Take an eel,
Make a loop,
Use him as a Hula Hoop.
Feel him twist and twirl and spin,
Down your ankles, round your chin,
Tighter, tighter, tighter yet,
Ain't an eel a lovely pet?
Hey—answer when I talk to you—
Don't just stand there turning blue.



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THE MEEHOO WITH AN EXACTLYWATT

Knock knock!
    Who's there?
Me!
    Me who?
That's right!
    What's right?
Meehoo!
    That's what I want to know!
What's what you want to know?
    Me who?
Yes, exactly!
    Exactly *what*?
Yes, I have an Exactlywatt on a chain!
    Exactly *what* on a chain?
Yes!
    Yes *what*?
No, Exactlywatt!
    That's what I want to know!
I told you—Exactlywatt!
    Exactly *what*?
Yes!
    Yes what?
Yes, it's with me!
    What's with you?
Exactlywatt—that's what's with me.
    Me who?
Yes!
    Go away!

Knock knock . . .

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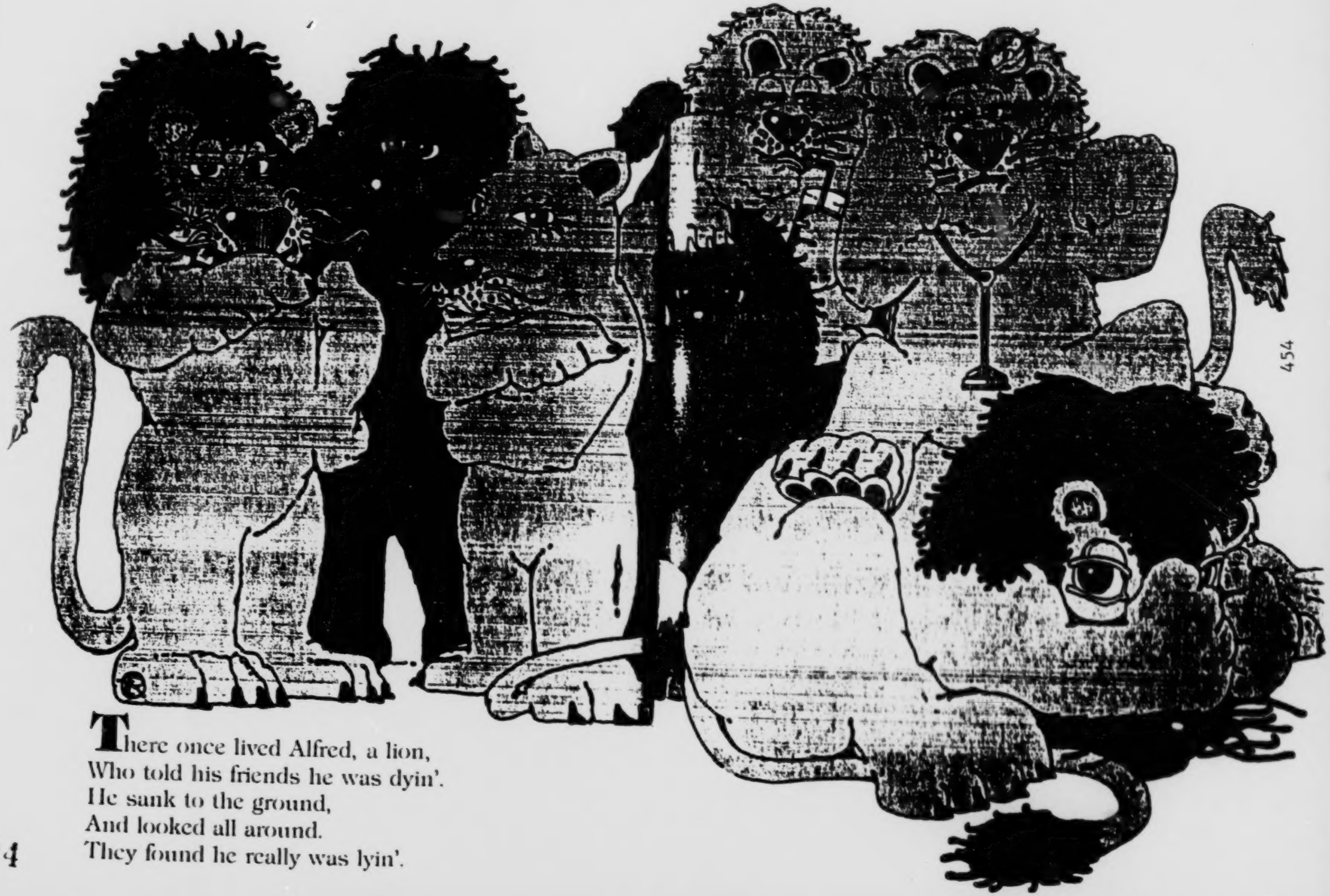
Red Bug, Yellow Bug, Little Blue
  Snake
floated on the Great Salt Lake,
they played and splashed without a care,
happy to be bathing there.

Big Green Bullfrog, mean and sly,
watched the three and blinked an eye.
"Croak!" was all they heard him say,
"Whoops!" they yelled, and swam away.

From Beneath a Blue Umbrella by Jack Prelutsky, illustrated by Garth Williams. Greenwillow Books, (c) 1990. "Reproduced by permission of William Morrow and Company, Inc./Publishers, New York. No further reproduction is authorized."

From There Once Was a Book of Limericks by Paul Sawyer. Copyright © 1978
Raintree Children's Books, Milwaukee, WI.



There once lived Alfred, a lion,
Who told his friends he was dyin'.
He sank to the ground,
And looked all around.
They found he really was lyin'.

From There Once Was a Book of Limericks by Paul Sawyer. Copyright c 1978
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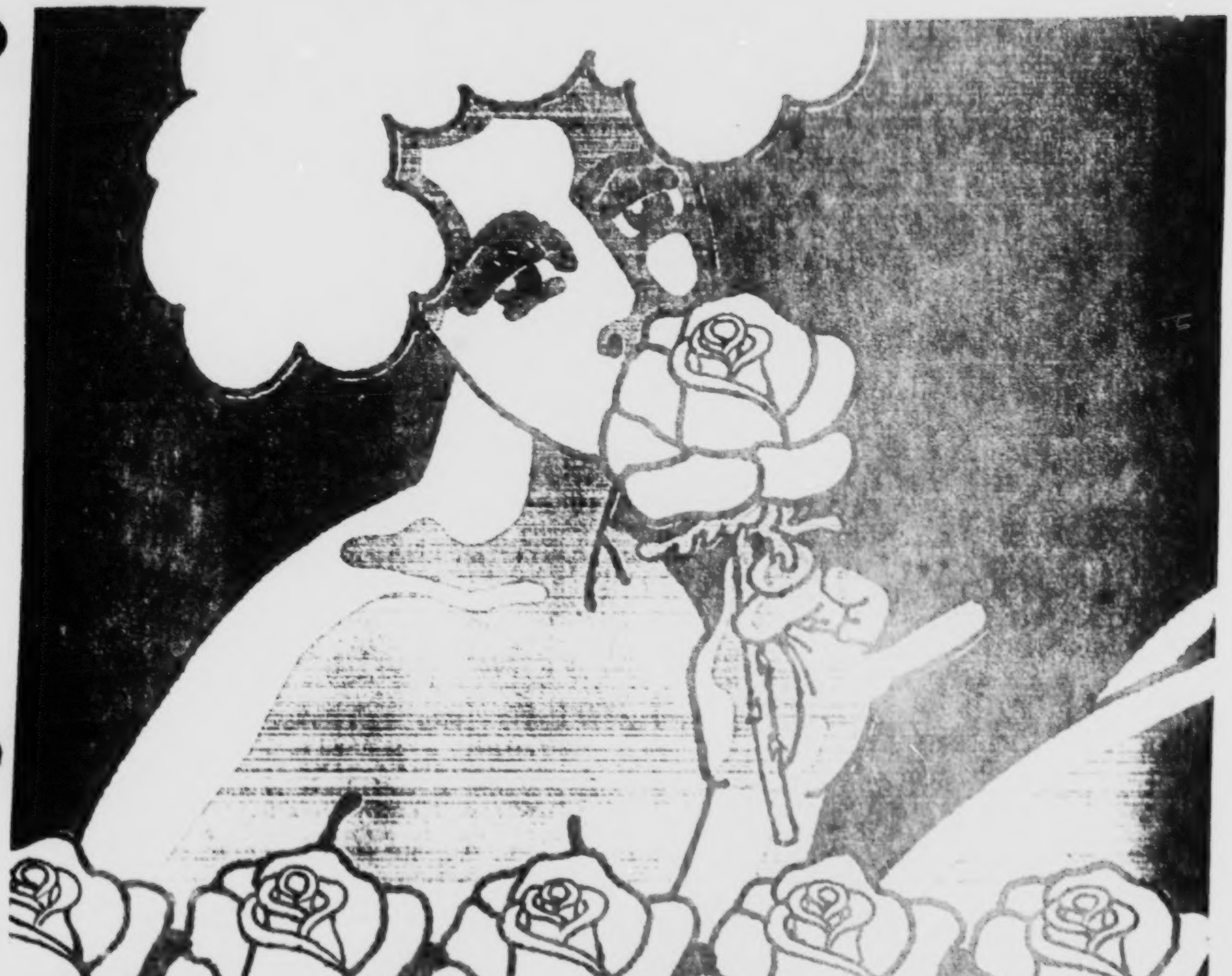


The best thing for anyone's nose
Is to take a sniff of a rose.
I'm sure you'll agree
With adults like me
It smells a lot better than toes.

BEST COPY AVAILABLE

A WARNING ABOUT BEARS

Some bears are fierce, and most grow fiercer
When any one bites off their ears, sir.
With bears it's best to be polite.
And a bit distant—that's all right.
But, please, when meeting bears, don't bite.

MORE ABOUT BEARS

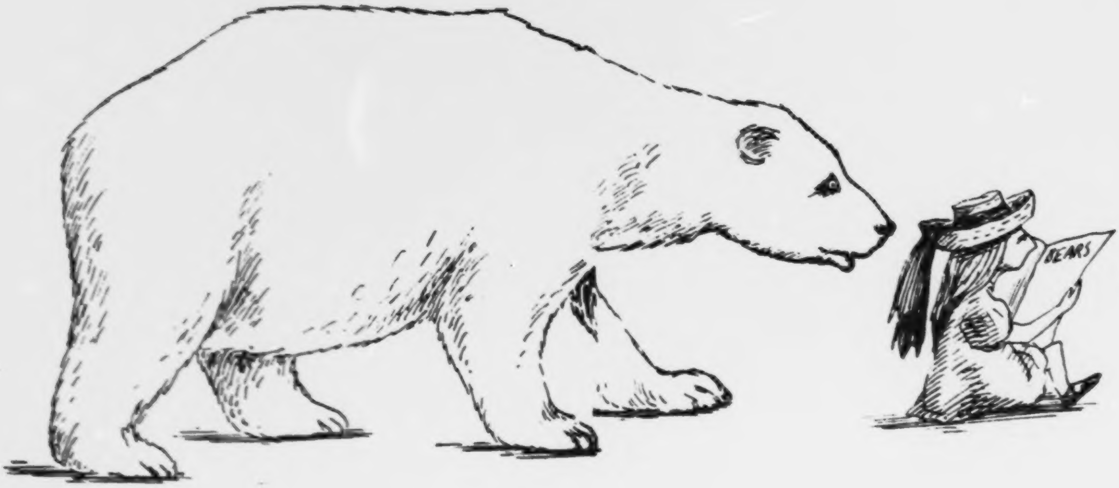
Some bears are fierce, and some are fiercer.
Few bears (I rather hope) are near, sir.
From what I know of bears, they are
Better few and better far.

STILL MORE ABOUT BEARS

The fiercest bear of all is very
(A good thing, too) imaginary.
I say "a good thing" for, my dear,
If he were real, he might be here.

LAST WORD ABOUT BEARS

I meet few bears and few meet me.
But still it's my belief
That, meeting bears, the thing to be
Is—brief.



From You Read to Me, I'll Read to You by John Ciardi: with drawings by Edward Gorey. Copyright (c) 1962. J.b. Lippincott Company, Harper Collins Publisher.

WHAT DID YOU LEARN AT THE ZOO

What did I learn at the zoo?
Monkeys look like you.

Some are bald and some have curls,
But monkeys look like boys and girls.

Some are quiet and some make noise,
But all of them look like girls and boys.

What did *you* learn at the zoo?
Oh, much the same as you:

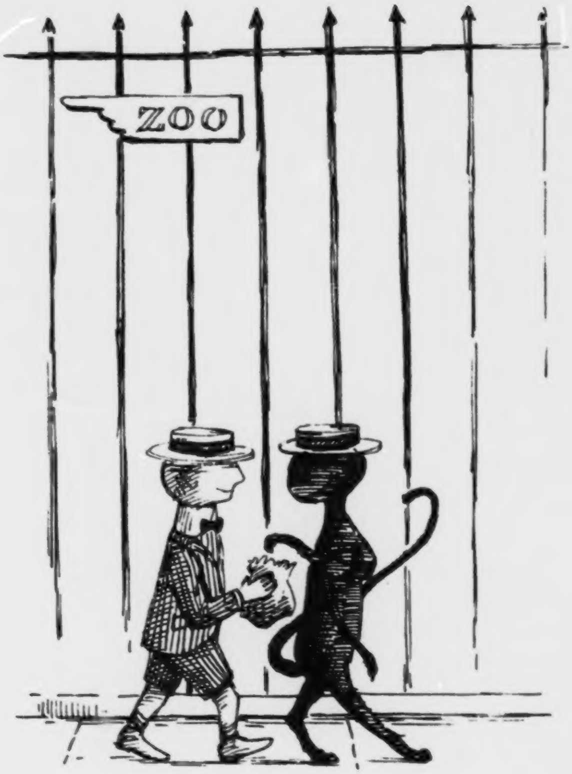
Gorillas are good, gorillas are bad,
But all of them look a lot like Dad.

Some do one thing, some another,
But all of them scream a lot like Mother.

What did *we* learn at the zoo?
Just what we wanted to:

That it's fun to tease if you make it rhyme
(Though you mustn't do it all the time),
That kangaroos hop and monkey's climb,
And that a bottle of lemon-and-lime
Is a very good way to spend a dime.

(And so is a bag of peanuts.)



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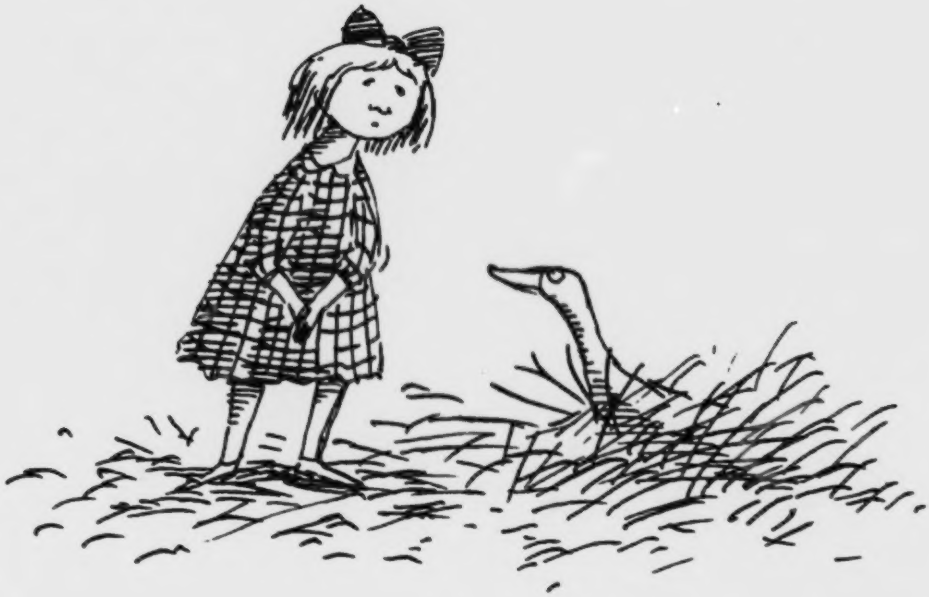
AT THE FARM

What would you say if I said I saw
A hen on the pond and a duck in the straw?

—I think I would say you had best go back
And see if that hen can say, "Quack! Quack!"

When that is done, you may try your luck
At asking that duck to say, "Cluck! Cluck!"



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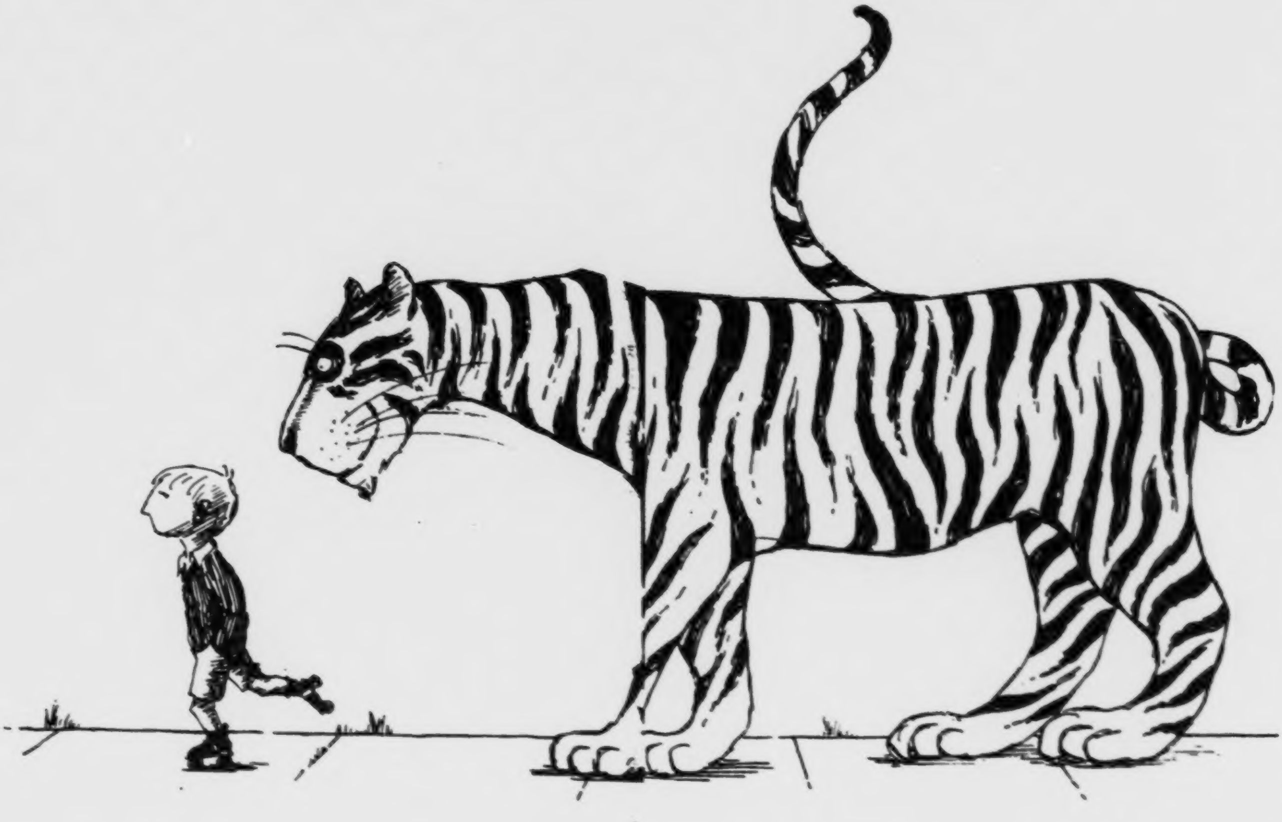
HOW TO TELL A TIGER

People who know tigers
    Very very well
All agree that tigers
    Are not hard to tell.

The way to tell a tiger is
    With lots of room to spare.
Don't try telling them up close
    Or we may not find you there.



From You Read to Me, I'll Read to You by John Ciardi: with drawings by Edward Gorey. Copyright (c) 1962. J.b. Lippincott Company, Harper Collins Publisher.

POSSIBLE CONFUSION

If your nose was your ear
Then you'd breathe in to hear.
If your mouth was your eye
Then you'd drool when you'd cry.
If your foot was your nose
Then you'd sneeze with your toes.

So be glad that they're not,
Otherwise you'd have a very difficult time . . .
Keeping track of what's what.

BRAVE THINGS

To be an astronaut lost in space,
To stick your head in a lion's face,
To explore the jungles of the Amazon,
And to go to sleep with no night-light on.

"Possible Confusion" from THE BUTTERFLY JAR by Jeff Moss. Illustrated by Chris Demarest. Copyright (c) 1989 by Jeff Moss. Illustrations Copyright (c) 1989 by Chris Demarest. Used by permission of Bantam Books, a division of Bantam Doubleday Dell Publishing Group, Inc.

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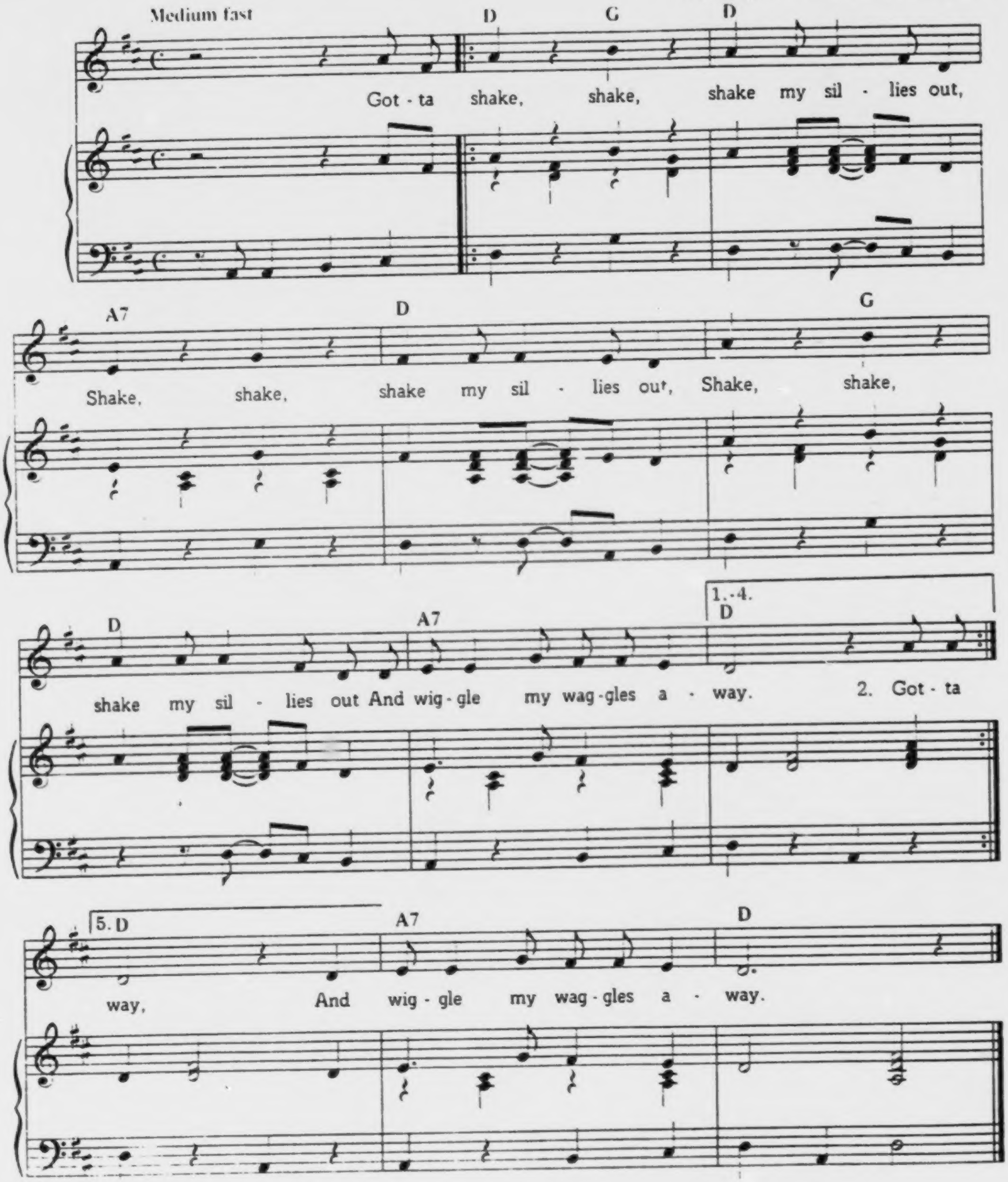
Shake My Sillies Out

Music by Raffi
Words by Bert and Bonnie Simpson


Medium fast
D
G
D
Got - ta shake, shake, shake my sil - lies out,
A7
D
G
Shake, shake, shake my sil - lies out, Shake, shake,
D
A7
1.-4.
D
shake my sil - lies out And wig - gle my wag - gles a - way. 2. Got - ta
5. D
A7
D
way, And wig - gle my wag - gles a - way.

2. Gotta clap, clap, clap my crazies out,
Clap, clap, clap my crazies out,
Clap, clap, clap my crazies out,
And wiggle my waggles away

3. Gotta jump, jump, jump my jiggles out . . .
4. *(Slower)* Gotta yawn, yawn, yawn my sleepies out . . .
5. Gotta shake, shake, shake my sillies out . . .

From The Raffi Singable Songbook. Crown Publishers Inc. Words and music by Raffi, B. & B. Simpson. Copyright (c) 1977 Homeland Publishing, a division of Troubadour Records Ltd. All right reserved. Used by permission.

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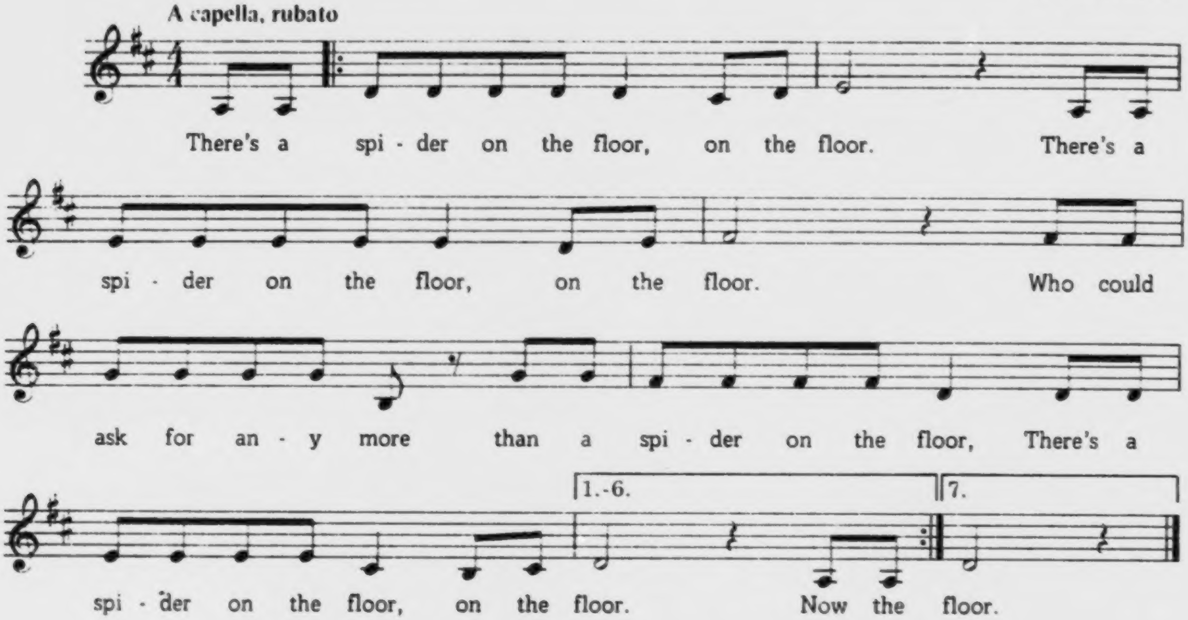
Spider On The Floor

Words and music
by Bill Russell


A capella, rubato
There's a spi - der on the floor, on the floor. There's a
spi - der on the floor, on the floor. Who could
ask for an - y more than a spi - der on the floor, There's a
spi - der on the floor, on the floor. Now the floor.
1.-6.
7.

Modulate up a semitone with each verse for six verses.
Spoken phrase after verse 6. Verse 7 in original key.

2. Now the spider's on my leg, on my leg.
Oh the spider's on my leg, on my leg.
Oh he's really big! This old spider on my leg.
There's a spider on my leg, on my leg.

3. Now the spider's on my stomach, on my stomach.
Oh, the spider's on my stomach, on my stomach.
Oh, he's just a dumb old lummok, this old spider on my stomach.
There's a spider on my stomach, on my stomach.

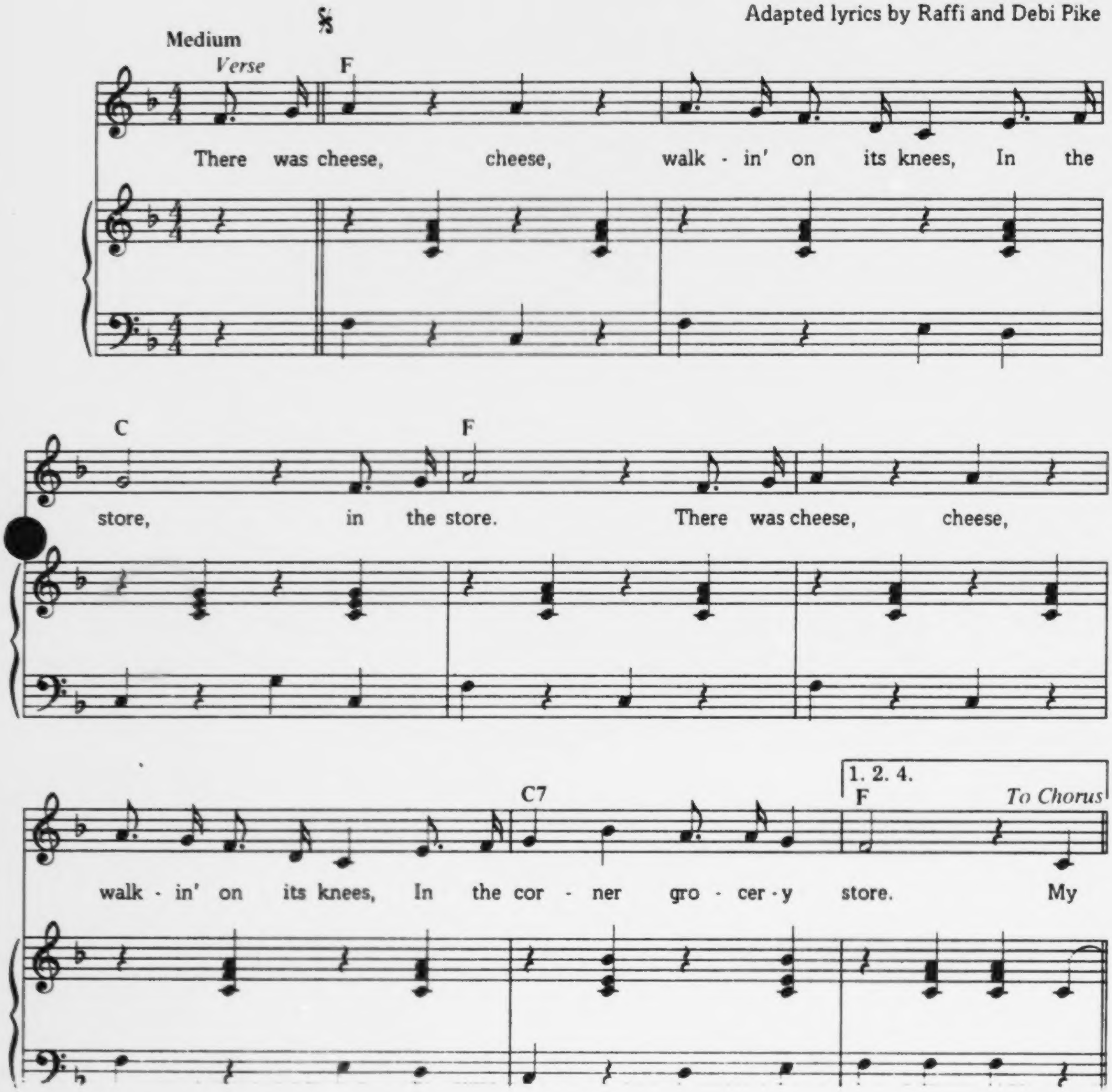
4. Now the spider's on my neck, on my neck,
Oh, the spider's on my neck, on my neck.
Oh, I'm gonna be a wreck, I've got a spider on my neck.
There's a spider on my neck, on my neck.

5. Now the spider's on my face, on my face,
Oh, the spider's on my face, on my face.
Oh, what a big disgrace, I've got a spider on my face.
There's a spider on my face, on my face.

6. Now the spider's on my head, on my head,
Oh, the spider's on my head, on my head.
Oh, I wish that I were dead, I've got a spider on my head.
There's a spider on my head, on my head

The Corner Grocery Store

Music Traditional
Adapted lyrics by Raffi and Debi Pike


Medium
Verse
F
There was cheese, cheese, walk - in' on its knees, In the
C
F
store, in the store. There was cheese, cheese,
C7
1. 2. 4.
F
To Chorus
walk - in' on its knees, In the cor - ner gro - cer - y store. My

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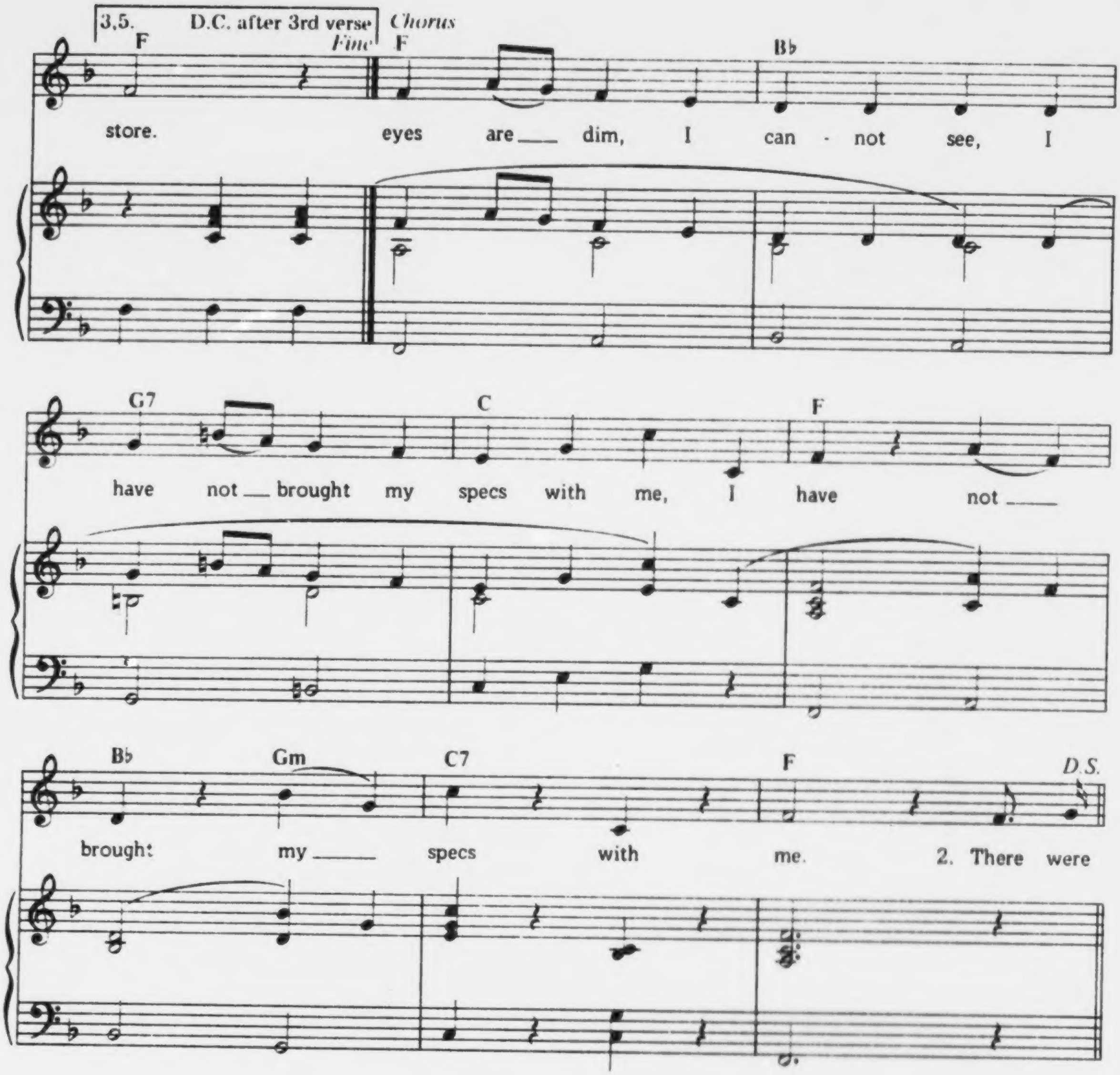

3,5.
D.C. after 3rd verse
Fine
Chorus
F
F
B♭
store.
eyes are ___ dim, I can - not see, I
G7
C
F
have not ___ brought my specs with me, I have not ___
B♭
Gm
C7
F
D.S.
brought my ___ specs with me.
2. There were

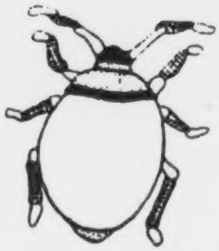
2. There were plums, plums, twiddling their thumbs . . . *(Chorus)*

3. There was corn, corn, blowin' on a horn . . . *(Chorus)*

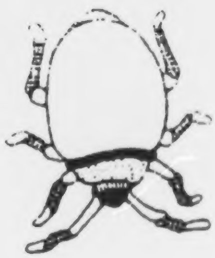
4. There were beans, beans, tryin' on some jeans . . . *(Chorus)*

5. There was more, more, just inside the door . . . *(end without Chorus)*

MAY AND JUNE



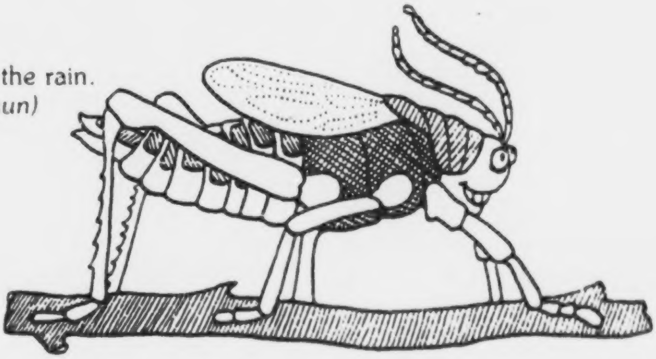
insects



Bet you never thought that insects could be darling. Just read below and see how cute they really are.

1. **Eensy Weensy Spider** *(Traditional Tune)*

The eensy weensy spider went up the water spout.
(Touch all five fingertips together and move hands in and out as if going up the spout)
Down came the rain.
(fingers represent raindrops)
And washed the spider out.
(Wash away action with hands)
Out came the sun and dried up all the rain.
(Form hands in shape of round sun)
So the eensy weensy spider went
up the spout again.

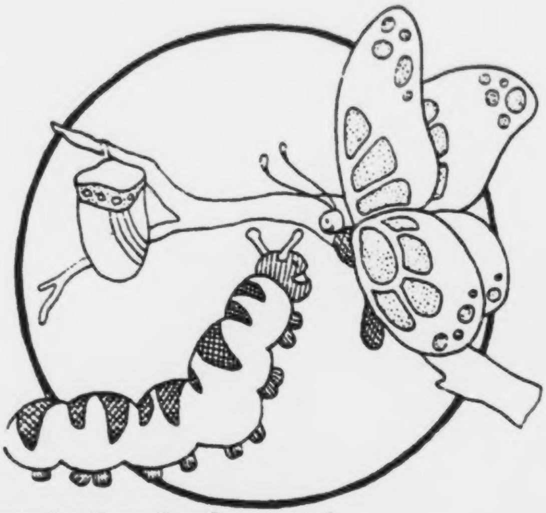


2. **Little Grasshopper** *(Tune: "Cucaracha")*

Little grasshopper, little grasshopper,
Hop across the grassy land.
Little grasshopper, little grasshopper,
Hop into my open hand.
Little grasshopper, little grasshopper,
Sweet and green as you can be.
Little grasshopper, little grasshopper,
Hop away so safe and free.

3. **Bee Hive**

Here is the bee hive, where are the bees?
Hidden away where nobody sees. *(Make fist)*
Watch and you'll see them, come out of the hive.
1-2-3-4-5, Buzz-z-z-z *(Flutter fingers)*



4. **One, Two, Three, Johnny Caught A Flea**

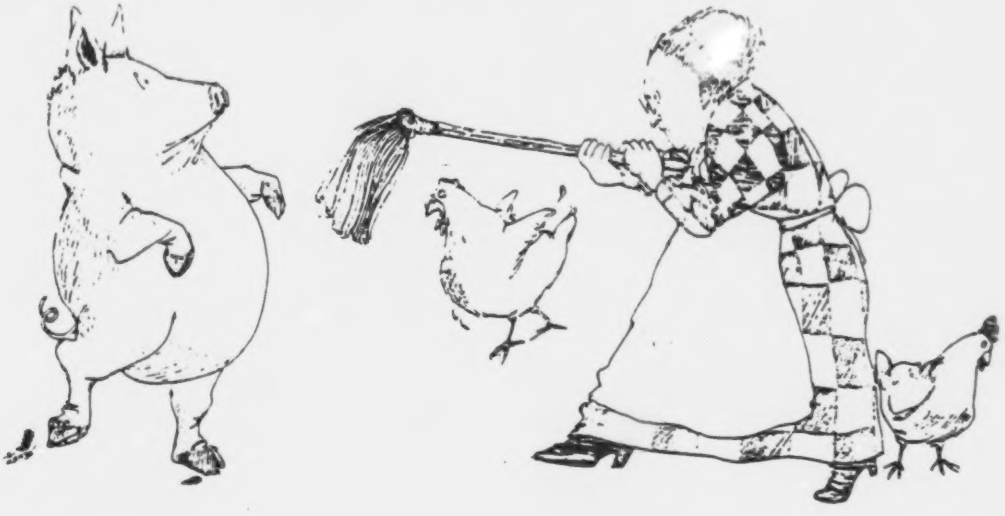
One, two, three, Johnny caught a flea.
Flea died, Johnny cried. Tee- hee-hee.

From Circle Time Activities for Young Children by Deya Brashears and Sharron Werlin Krull, (c)1981. Circle Time Publishing, Orinda, CA.

THE OLD WOMAN AND THE PIG

Everyone claps on the response only. This old song is equally effective as a chant. A slight pause after the third "oink" makes a better rhythm.

Leader: There was an old woman, and she had a little pig.
Audience: Oink, oink, oink --oink, oink, oink.
Leader: There was an old woman and she had a little pig.
He didn't cost much 'cause he wasn't very big.
Audience: Oink, oink, oink --oink, oink, oink.
Leader: This little old woman kept the pig in the barn.
Audience: Oink, oink, oink --oink, oink, oink.
Leader: This little old woman kept the pig in the barn.
The prettiest thing she had on the farm.
Audience: Oink, oink, oink --oink, oink, oink.
Leader: But that little pig did a heap of harm.
Audience: Oink, oink, oink --oink, oink, oink.
Leader: But that little pig did a heap of harm.
He made little tracks all around the barn.
Audience: Oink, oink, oink --oink, oink, oink.
Leader: The little old woman fed the pig on clover.
Audience: Oink, oink, oink --oink, oink, oink.
Leader: The little old woman fed the pig on clover.
And when he died, he died all over.
Audience: Oink, oink, oink --oink, oink, oink.



North Carolina folk song

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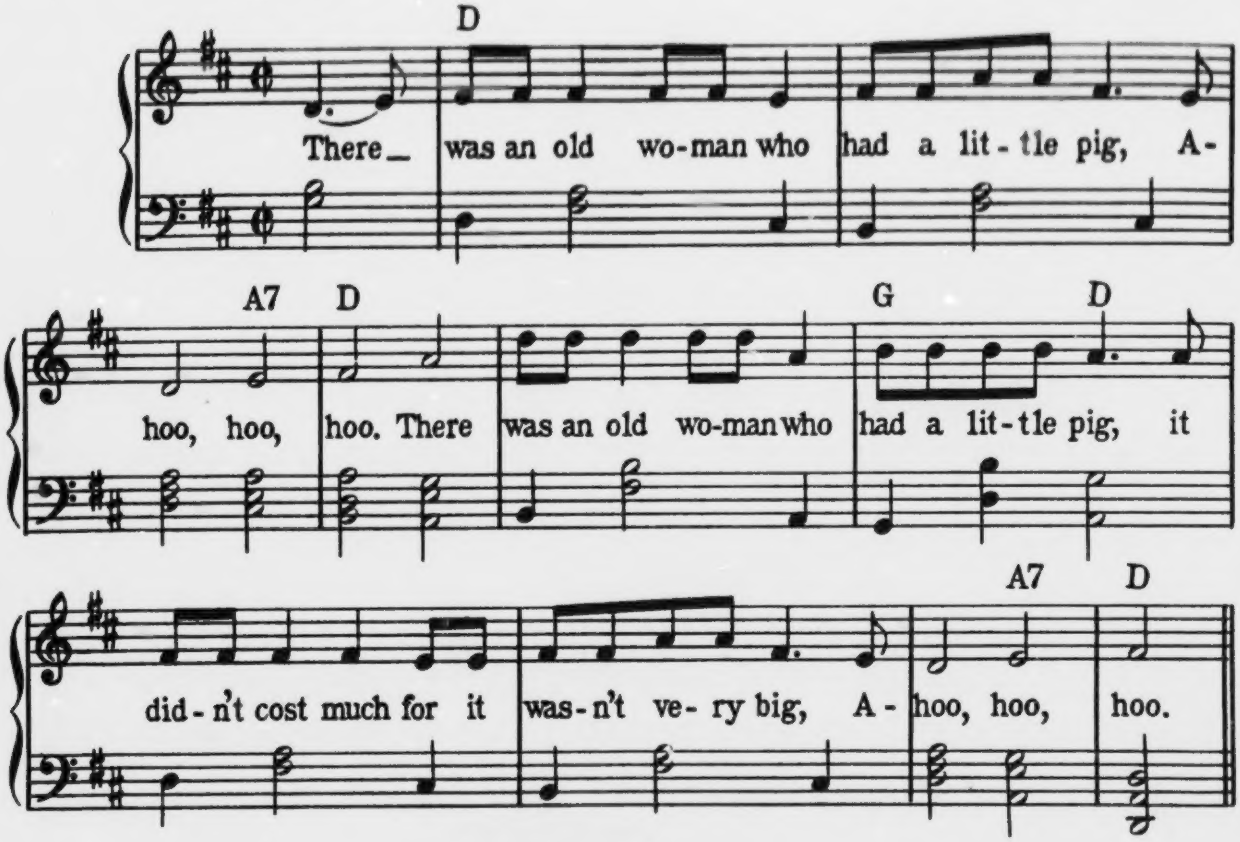
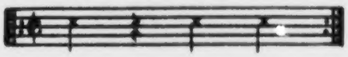
The Old Woman and the Pig

Quietly (𝅗𝅥 = 60)

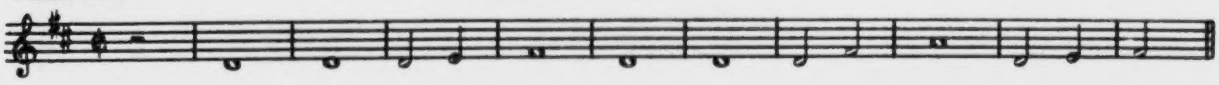
North Carolina


D
There — was an old wo-man who had a lit-tle pig, A-
A7 D
hoo, hoo, hoo. There was an old wo-man who
G D
had a lit-tle pig, it
did-n't cost much for it was-n't ve-ry big, A-
A7 D
hoo, hoo, hoo.

Ostinato: percussion



Chime bars



2. Oh, that little pig did a heap of harm,
Ahoo, hoo, hoo.
It made little tracks all around the barn,
Ahoo, hoo, hoo.

3. The little old woman fed the pig on clover,
Ahoo, hoo, hoo.
And when it died, it died all over,
Ahoo, hoo, hoo.

SILLY SONG II

Sung to: "If You're Happy And You Know It"

G D
If the sky is very high, wave goodbye,
D G
If the sky is very high, wave goodbye,
C
If the sky is very high
G G
Wink your eye and wave goodbye,
D D G
If the sky is very high, wave goodbye.

G D
If your toes are down below, say "Hello",
D G
If your toes are down below, say "Hello",
C
If your toes are down below,
G
Say, "Hello, hello, hello"
D D G
If your toes are down below, say "Hello".

G D
If the trees never sneeze, bend your knees,
D G
If the trees never sneeze, bend your knees,
C
If the trees never sneeze,
G G
Blow a breeze and bend your knees,
D G
If the trees never sneeze, bend your knees.

G D
If you think this song is silly, well, it is!
D G
If you think this song is silly, well, it is!
C
If you think this song is silly,
G
Move your shoulders willy-nilly,
D G
If you think this song is silly, well, it is!

Mildred Hoffman
Tacoma, WA

Marion Hopping, illus.
More Piggyback Songs
Warren Publishing House, Inc.

CAN YOU CLAP?

Sung to: "Do Your Ears Hang Low?"

C
Can you clap your hands?
C
Can you clap them real loud?
C C
Can you clap them in the air?
G
Can you clap them on the ground?
C
Can you clap them over your head?
Or when you're in your bed?
C G C
Can you clap your hands?

Sister Linda Kaman R.S.M.
Pittsburg, PA

ARE YOU LISTENING TO THE ANIMALS?

Sung to: "Frere Jacques"

C C
Are you listening? Are you listening?
C C
To the cow, to the cow,
C C
Hear the cow calling, hear the cow calling,
C C
Moo, moo, moo. Moo, moo, moo.

C C
Are you listening? Are you listening?
C C
To the duck, to the duck,
C C
Hear the duck calling, hear the duck calling,
C C
Quack, quack, quack. Quack, quack, quack.

Other verses:
geese - honk
pig - oink
dog - bow, wow, wow
cat - meow
horse - neigh
donkey - hee, haw
bird - chirp

Janis Lindgren
El Cajon, CA

Marion Hopping, illus.
More Piggyback Songs
Warren Publishing House, Inc.

CAN YOU GUESS WHAT I AM?

Sung to: "Row, Row, Row Your Boat"

C C
Bend, bend, bend your elbow,
C C
Move them up and down.
C C
Can you guess what I am,
G C
When I make this sound? (Make a clucking sound)

C C
Bend, bend bend you knees,
C C
Jumping up and down.
C C
Can you guess what I am,
G C
When I make this sound? (Make a croaking sound)

Child acts out the animal and sound and others guess what he or she is. Can be done with most animals.

Saundra Winnett
Fort Worth, TX

THE BEAR WENT OVER THE MOUNTAIN

AGES: 2-8.

NUMBER OF PLAYERS: 2-6.

MATERIALS: None.

PREPARATION: None.

GAME:

Have the children sit in a circle. Start by having everyone sing the first verse of "The Bear Went Over the Mountain":

The bear went over the mountain,
The bear went over the mountain,
The bear went over the mountain,
And what do you think he saw?

Choose one child to tell what the bear saw. Then have everyone sing the second verse using the child's words. For example, if the child says "a big monster," have everyone sing:

He saw (a big monster),
He saw (a big monster),
He saw (a big monster),
And what do you think he did?

Repeat the first verse of the song. Then choose another child to tell what the bear saw. Continue until everyone has had a turn.

By the Sea

Hello, Mr. Oyster

Sung to: "If You're Happy and You Know It"

G D
Hello, Mr. Oyster, how are you?

G
Hello, Mr. Oyster, how are you?

C
How's it going in your shell,

G
Are you doing really swell?

D7 G
Hello, Mr. Oyster, how are you?

G7 D
Hello, Mr. Oyster, what's the word?

G
Hello, Mr. Oyster, what's the word?

C
I don't really mean to pry,

G
But I have to wonder why,

D G
You always stay inside the way you do.

Susan M. Paprocki
Northbrook, IL

Beach Song

Sung to: "The Mulberry Bush"

D
This is the way we go to the beach,

A
Go to the beach, go to the beach.

D
This is the way we go to the beach

A_7 D
On a summer day.

Let the children act out the movements as you sing the song.

Additional verses: "This is the way we swim in the water; This is the way we dig in the sand; This is the way we build a sand castle; etc."

Barbara Vilet
Naperville, IL

Ten Little Seashells

Sung to: "Paw, Paw Patch"

F
One little, two little, three little seashells,

C
Four little, five little, six little seashells,

F
Seven little, eight little, nine little seashells,

Ten little seashells on the sunny beach.

Barbara Vilet
Naperville, IL

From Totline Newsletter, July/August 1990 by Susan Peters. Warren Publishing House, Inc., P.O. Box 2250, Everett, WA 98203.

I Am a Sea Star
Sung to: "Up on the Housetop"

D
I am a sea star, not a fish,
G D A7
I'll tell you the difference, if you wish.
D
Fish have fins and swim in schools,
G D A7 D
I have feet to wade in tidal pools.
G D
Oh, oh, oh, sea star's the name.
A D
Ask me again and I'll say the same.
G
Fish can swim and splash all day,
D A D
Stuck to a rock I'd rather stay.

John M. Bittinger
Everett, WA

Sea Gulls Soaring
Sung to: "Frere Jacques"

D
Sea gulls soaring, sea gulls soaring,
In the sky, in the sky.
High above the blue sea,
High above you and me,
A7 D A7 D
See them fly, see them fly.

Bonnie Woodard
Shreveport, LA

Five Little Sea Stars

One little sea star so bright and blue,
Along came another, then there were two.

Two little sea stars, all that I could see,
Along came another, then there were three.

Three little sea stars on the ocean floor,
Along came another, then there were four.

Four little sea stars, as sure as I'm alive,
Along came another, then there were five.

Ione Sautner
Minot, ND

From Totline Newsletter, July/August 1990 by Susan Peters. Warren Publishing House, Inc., P.O. Box 2250, Everett, WA 98203.

Chapter XI

Bungling Prince Botchit (uh-oh) and the Dangerous Dragon (tap, tap-tap-tap)

A Participation Story

Once upon a time the children of Bogan played in the daisy-covered meadows outside their walled city. The merchants sold their spectacles to the people in nearby towns. The people were happy and prosperous. Gentle Prince Botchit (uh-oh)[1] was the town's best maker of glasses. He was the oldest son of the king and soon would be the new king.

One day Prince Botchit (uh-oh) heard a cry at the city gates. "Open the gates. Where are the friendly people of Bogan?"

Prince Botchit (uh-oh) raced to the gate.[2] He tugged at the wooden doors of the city to let in Princess Begonia (wow-wee)[3] from the nearby land of Logis.

Princess Begonia (wow-wee) wore a dress that fluttered in the morning breeze. She felt a warm blast of air on her back. The ground rumbled. Behind her she saw the Dangerous Dragon (tap, tap-tap-tap)[4] who was dragging his spiked tail over the distant hill. The dragon's squinted eyes looked like slits. He crashed into a tree knocking it down.

Prince Botchit (uh-oh) opened the gate for Princess Begonia (wow-wee) just in time. She had come to buy a new pair of glasses in Bogan.

The Dangerous Dragon (tap, tap-tap-tap) ran at the city. The distant rumble crescendoed to an ear-shattering roar. The ground trembled and quaked. The fire scorched the walls around the gate.

The Dangerous Dragon (tap, tap-tap-tap) wouldn't let anyone in or out of the city. The merchants couldn't sell their spectacles. The children couldn't play in the meadow.[5]

Prince Botchit (uh-oh) thought he would never be king of Bogan now. He was the eldest son of the king, but it seemed he never did anything right except make glasses. He pushed his oversized glasses back up the bridge of his nose. "I can't fight dragons with glasses," he thought.

Prince Terrat,[6] the younger son of the king, directed the repair of the wall. Prince Terrat climbed the stone wall, lifted the heavy stones, and replaced the charred boards with fresh boards.

From Once Upon a Feltboard by Roxane Chadwick, (c) 1986.
Good Apple, Carthage, IL

Prince Botchit (uh-oh) was too weak to lift the mighty stones and too short to hold the tall boards while they were nailed in place. He sat by the well drawing water for the thirsty workmen. He felt useless. He lowered the bucket into the refreshing water. He pulled on the rope to raise the bucket of water. He did not watch what he was doing. The full bucket banged into his nose. He yanked the rope and grabbed his glasses before they fell into the well. The bucket swung and splashed water all over Prince Botchit (uh-oh).

Prince Terrat roared with laughter. "You are useless," he said.

That afternoon the king of Bogan called his sons to the royal chamber.[7] As Prince Botchit (uh-oh) walked through the swinging royal doors, one door swung back, and it walloped Prince Botchit (uh-oh) on his backside.[8] His big glasses tilted crooked on his face. Although he bungled most things, the people of Bogan loved gentle Prince Botchit (uh-oh).

Huge Prince Terrat[9] strode into the royal chamber in battle uniform. He waved his dagger. His bushy beard made him look fierce. The townspeople called him "Terrat the Terrible" because he was crafty, mean, and strong. Terrat the Terrible said, "I can slay that Dangerous Dragon (tap, tap-tap-tap). I will lead the army. If I succeed, I demand to be the next king of Bogan, unless my weakling of a brother wants to try first."

Prince Botchit (uh-oh) didn't like to fight. He was no soldier. He made glasses. He had an idea . . ., but he was afraid to tell anyone. They would laugh at him. The king decided to send Terrat the Terrible and the army to slay the dragon.[10]

Terrat the Terrible[11] led the army into the daisy-covered field. The band played, and the people waved flags. Terrat the Terrible and the army faced the Dangerous Dragon (tap, tap-tap-tap).[12] The Dangerous Dragon (tap, tap-tap-tap) came closer. Terrat and the army backed up. The Dangerous Dragon (tap, tap-tap-tap) came even closer. And the army and Terrat ran back into the walled city of Bogan.[13]

That night the Dangerous Dragon (tap, tap-tap-tap) terrorized the city. The people woke to the sound of hissing fire and a high-pitched dragon wail.[14]

Everyone was sad when Prince Botchit (uh-oh)[15] announced he was going to fight the dragon **alone**. He told no one what he carried in the green pouch on his belt. Everyone, including Prince Botchit (uh-oh), thought he would never return.

That afternoon Prince Botchit (uh-oh) bravely leaped on his horse. As he did, he became tangled in his silk cape. In his struggle to untangle himself, he slid off the other side of the horse. Tears shone in the villagers' eyes.

Prince Botchit (uh-oh) left the horse behind and walked into the field. At the top of the hill, he took his long, silver sword from its holder. It glittered in the sunlight. Prince Botchit (uh-oh) felt the hot earth quake. He touched the tip of his sword to the ground and waited. He leaned on the hilt of his sword, not only to impress Princess Begonia (wow-wee), who was watching from the tower, but also to stop his knees from shaking.

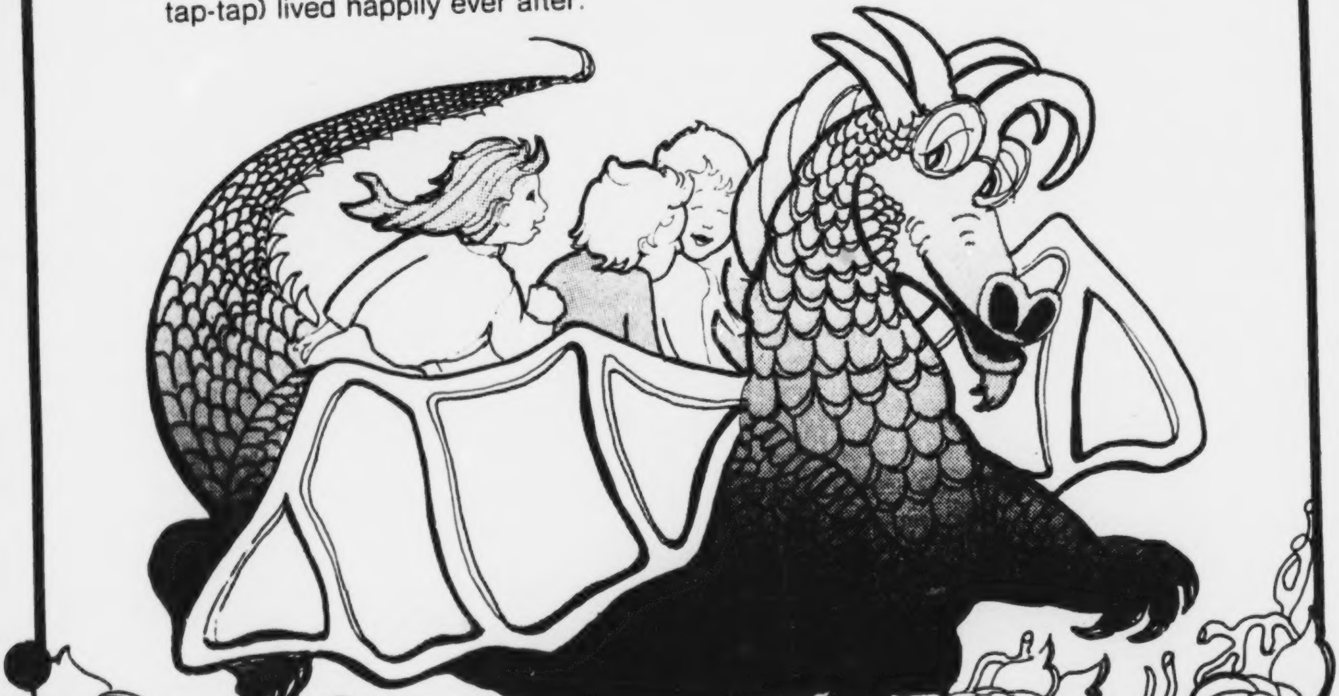
The Dangerous Dragon (tap, tap-tap-tap) loomed above him.[16] Prince Botchit (uh-oh) grabbed the top of his sword, but he couldn't pull it out of the ground. It was stuck. With all his might he pulled back on the hilt of the sword. The sword bent and snapped back throwing Prince Botchit (uh-oh) at the face of the monster.[17] Prince Botchit (uh-oh) landed on the nose of the Dangerous Dragon (tap, tap-tap-tap). He was eye to eye with the dragon. The Prince reached into the green pouch and brought out a huge pair of glasses.[18] He put them over the eyes of the Dangerous Dragon (tap, tap-tap-tap).

The townspeople held their breath. The Dangerous Dragon (tap, tap-tap-tap) opened his mouth. "I can see!" he bellowed looking through the glasses. "I can see the daisies in the fields and the blades of grass and the tiny birds in the sky."[19]

Prince Botchit (uh-oh) said, "I thought you were nearsighted with me. I used to run into things just like you used to do."[20]

The Dangerous Dragon (tap, tap-tap-tap) was so grateful to be able to see clearly that he never scared the people of Bogan again. As a matter of fact, the Dangerous Dragon (tap, tap-tap-tap) became the friendly messenger for Bogan, delivering their glasses to distant towns. When he wasn't busy delivering or marveling at the clear, tiny things he could see, the Dangerous Dragon (tap, tap-tap-tap) took the children of Bogan for a flight on his back.

Prince Botchit (uh-oh) became king. And of course, Prince Botchit (uh-oh), Princess Begonia (wow-wee), and the Dangerous Dragon (tap, tap-tap-tap) lived happily ever after.



Guideline for Telling the Story

"Bungling Prince Botchit and the Dangerous Dragon" is an easy story to tell because it is a participation story. Learn it in the same manner you learn the other stories. However, have the text of the story within view when you tell it, so you remember to stop to do the actions. After becoming familiar with the story, reading it is the best method of telling this story.

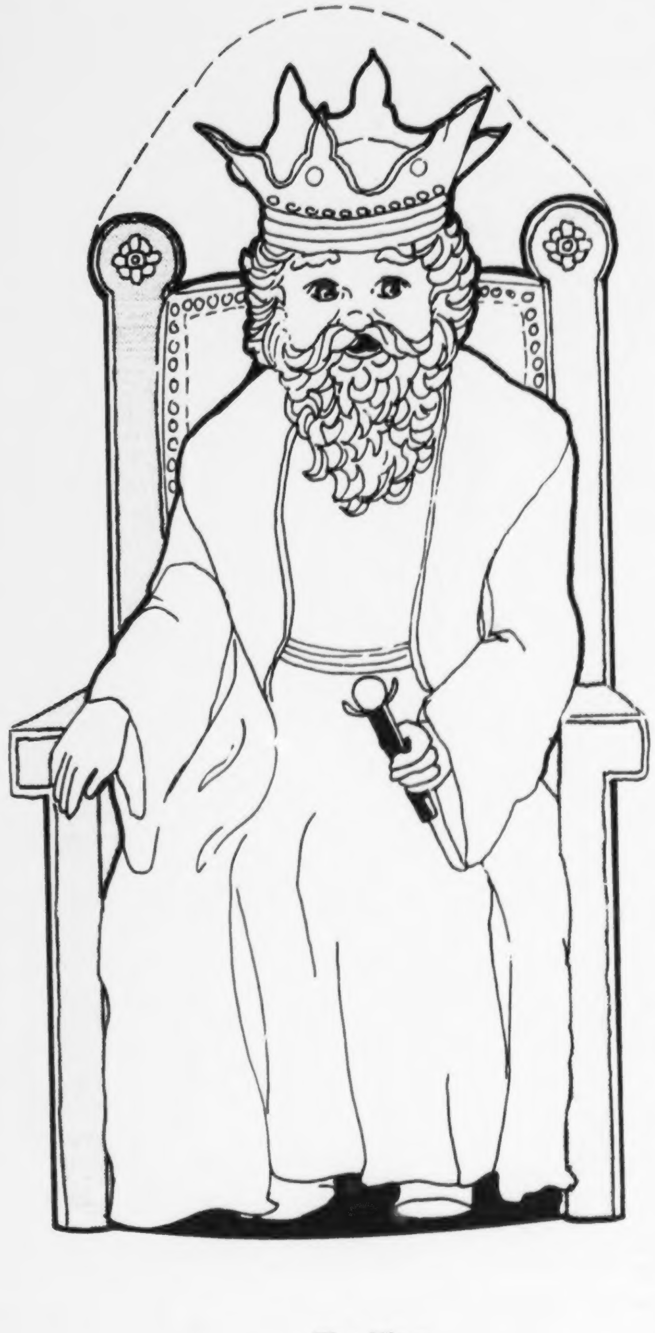
Practice this story aloud and put in the words or actions that the children will join you in. After "Prince Botchit" say, "uh-oh," as if you made a mistake. After "Princess Begonia" say, "wow-wee." After "Dangerous Dragon" slap your thighs with your hands in a rhythm: long, short, short, short. Always do the participation movements and sounds before you move the characters on the felt board.

Outline

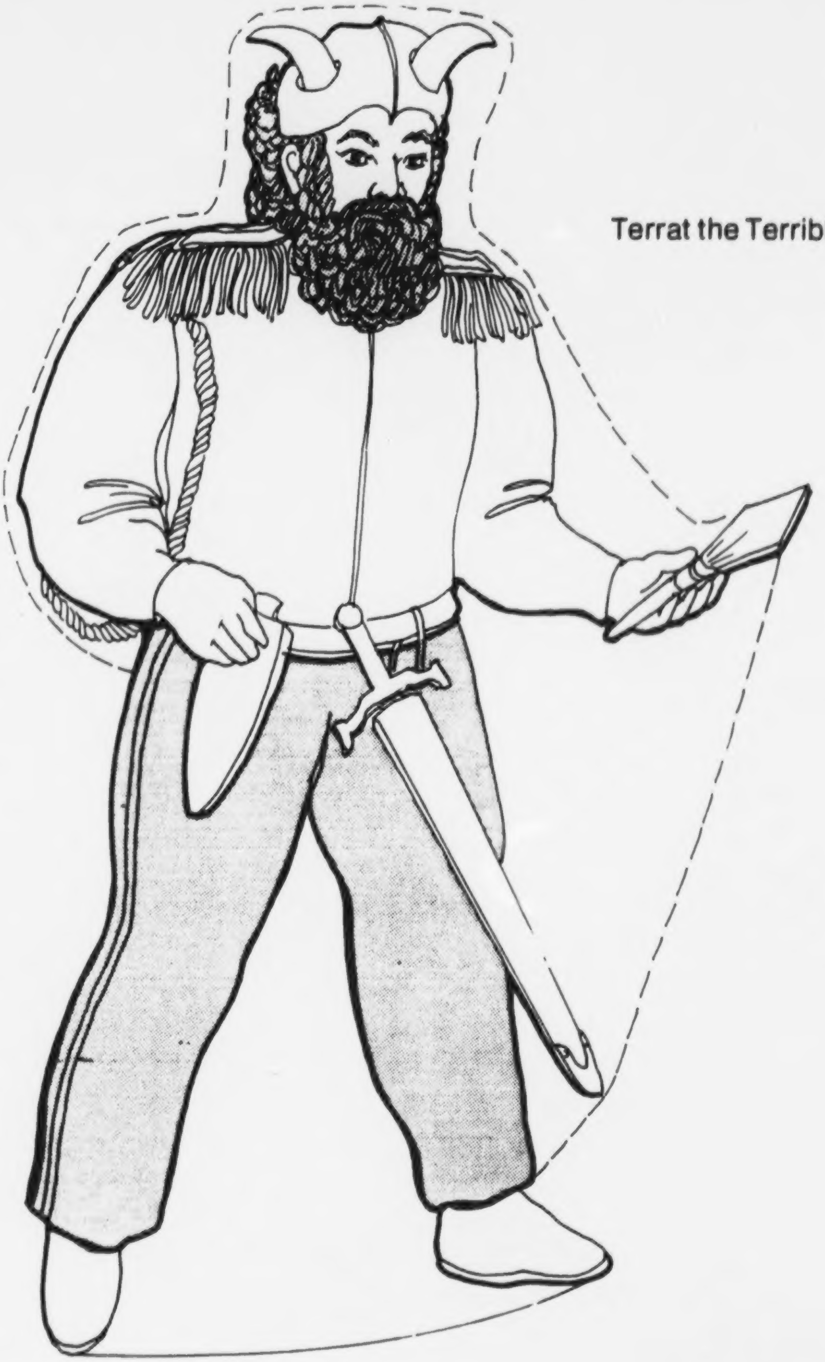
I. Prince Botchit hears a cry at the gate.
    A. He lets in Princess Begonia.
    B. The dragon rushes at the gate and terrorizes the town.
II. The townspeople fix the gate.
    A. Prince Terrat directs the repair.
    B. Prince Botchit gets water for the workmen and bumps his nose.
III. The king calls his sons.
    A. Prince Botchit gets walloped with the swinging door as he enters.
    B. Prince Terrat demands to be allowed to fight the dragon.
    C. If Terrat wins, he demands to be the next king.
IV. Prince Terrat leads the army against the dragon.
    A. The dragon chases them back.
    B. Again the dragon terrorizes the town.
V. Prince Botchit goes to fight the dragon alone.
    A. He falls off his horse and decides to go on foot.
    B. He meets the dragon.
    C. He is flung by his sword at the dragon's face.
    D. He pulls out a huge pair of glasses and the dragon can see.
VI. The dragon becomes friendly.

Felt Characters and Props

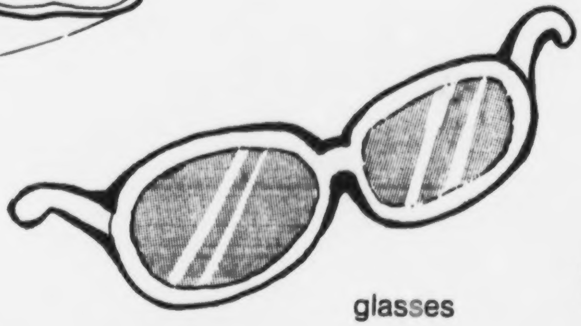
1. Felt characters: Prince Botchit, Princess Begonia, Terrat the Terrible, the King, the Dragon, big glasses.
2. Felt board and stand.
3. Text of the story.



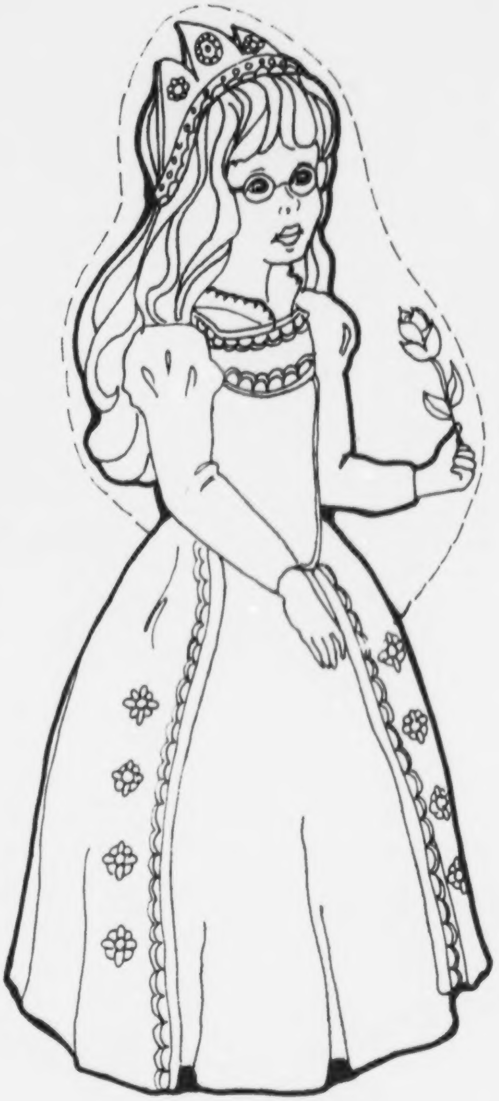
The King



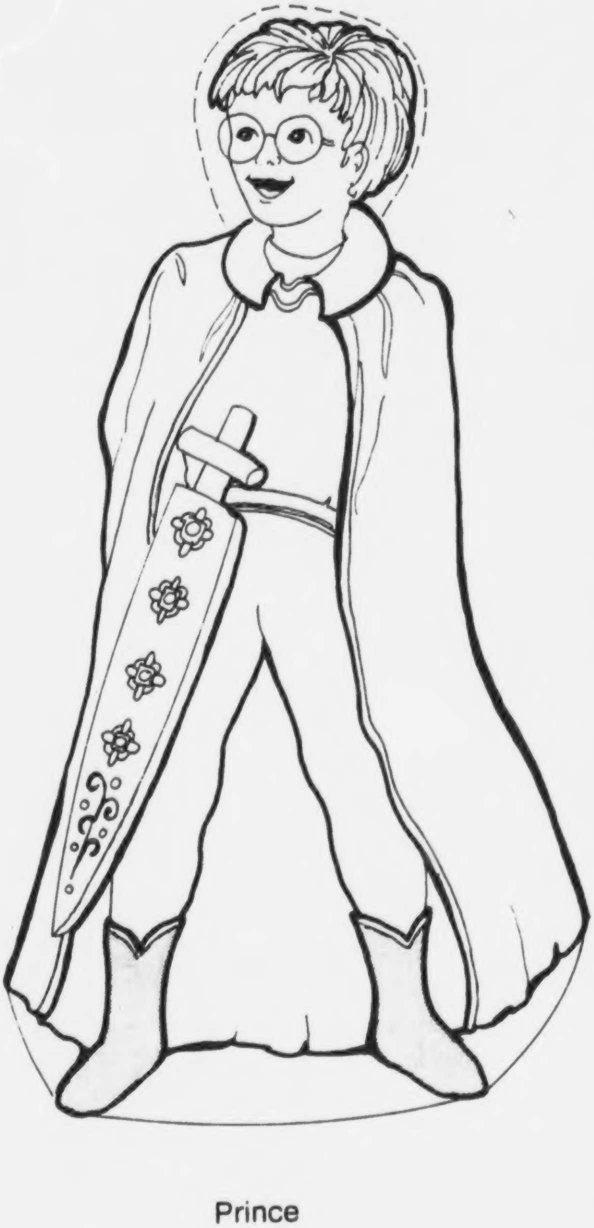
Terrat the Terrible



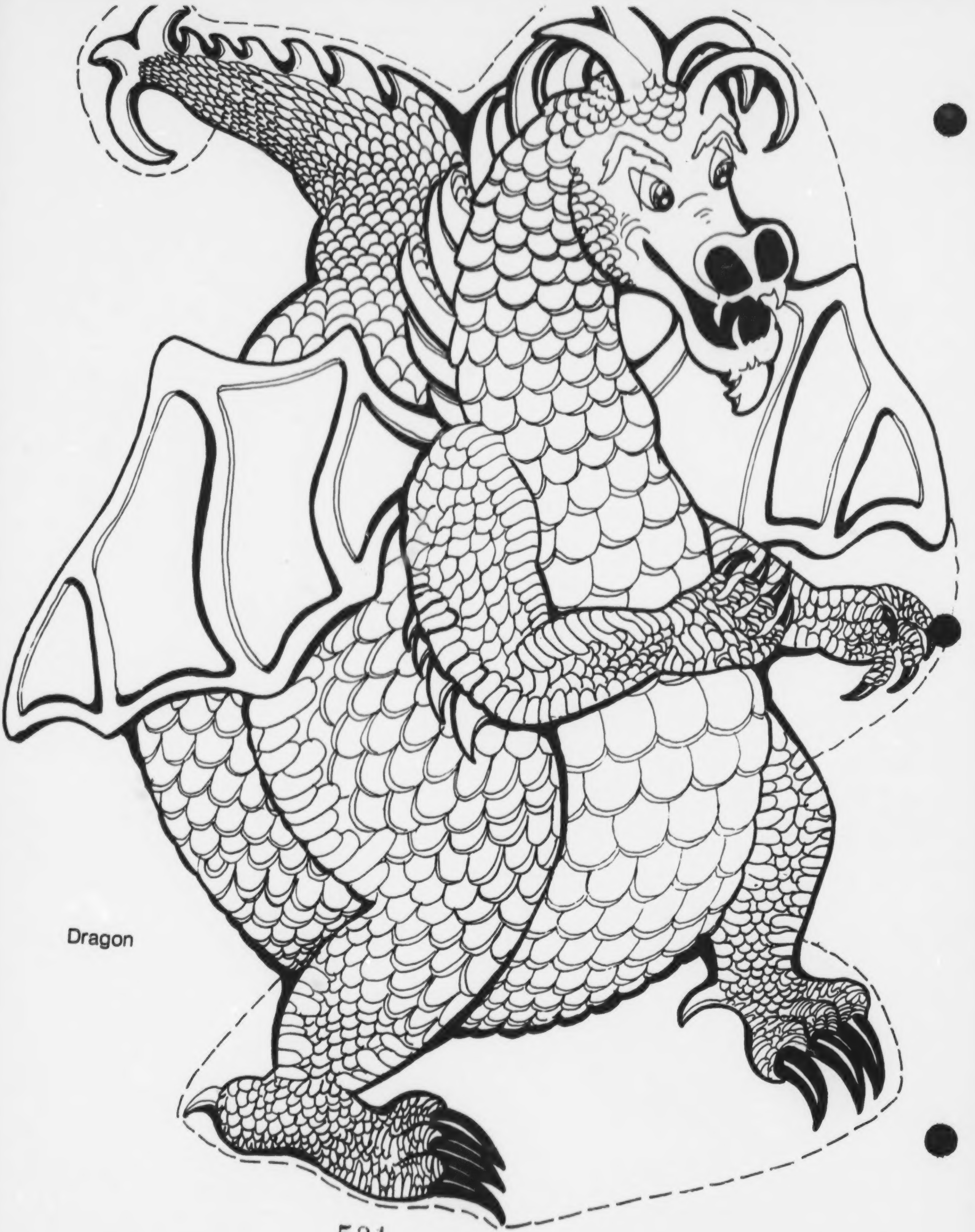
glasses



Princess
Begonia



Prince
Botchit



Dragon

531

Movements of the Felt Board Characters

The movements of this story are simple. Much of the action is told in words with no character movements. Begin the story with the board empty.

At 1 place Prince Botchit in the center of the left side of the board. Move Botchit near the center of the flannel board at 2. Add Princess Begonia at 3 to the right of Botchit. Put the Dangerous Dragon on the right side of the flannel board at 4. At 5 remove the Dangerous Dragon and then Princess Begonia.

Prince Botchit is alone near the center of the board. Add Prince Terrat at 6 near Botchit.

At 7 add the king to the right of the board. At 8 move Botchit from the center toward the king. At 9 move Terrat slightly toward the right. Remove all the characters from the board at 10.

Move Terrat from the left side of the board slightly to the right at 11. At 12 place the Dragon on the right side. Rush Terrat off to the left at number 13. Remove the Dragon to the right at 14.

At 15 place Prince Botchit on the board. At 16 add the Dragon coming from the right side. Pick up Prince Botchit at 17 and land him on the head of the Dragon. The felt character will not stick on top of the Dragon, so place him near the head of the Dragon. At 18 place the big glasses over the eyes of the Dragon. Hold him in place. At 19 place the glasses on the felt board near the top of the Dragon's head. At 20 put Prince Botchit back at ground level. Finish the story with the Dragon, Prince Botchit, and the glasses on the board.

Hints

This story is good any time of the year. Begin the presentation by asking the children to help you tell the story. Have them listen for the special words **Prince Botchit**, **Princess Begonia**, and **Dangerous Dragon** Instruct them to say, "uh-oh" after they hear "Prince Botchit." When they hear "Princess Begonia" tell them to say, "wow-wee." After hearing "Dangerous Dragon," have them slap their legs with their hands in this rhythm: long, short, short, short. Let them practice several times before you begin the story.

Some children will not know the words **bungling** or **botchit**. Explain that bungling is similar to goofing or messing things up. Ask them if they ever had a day when they bungled several things. Tell them you've had a day when you've bungled several things. Tell them you've had days when you mixed up many things. Everyone has days like that. Tell them that another word that means to bungle things is **botch**. Explain that this is a story about a Prince who always botches whatever he does called "Bungling Prince Botchit and the Dangerous Dragon."

Suggestions for Language Development, Discussion, and Creative Activities

Language Development: Sometimes the names of characters in stories hint at things about those characters. Prince Botchit always botches it. Ask your students, "Do these names give you any idea what the characters might be like? Mrs. Goodygood, Mr. Slime, Mayor McPride, Slim Stick, Spot, Midnight the Stallion, Snowflake the Fairy." Have them make up some names that might show characters are mean, honest, always crying, never still, very silly, terribly dumb, a cross between a unicorn and a singer, an alien, and a huge ugly monster.

Art Activity: Ask each student to draw his idea of the most frightening monster he can think of and give it a name. Crayons and white paper will do.

Creative Writing: This story is a fairy tale. A fairy tale is a simple kind of story that deals with supernatural beings such as fairies, ogres, magicians, and dragons. Many times the tale will also have princes, princesses, kings, and queens. Some examples of fairy tales are *Snow White*, *Cinderella*, and *The Three Billy Goats Gruff*. Ask each student to write a simple fairy tale using a fairy, ogre, magician, or dragon.

Game, Tasty Words: The purpose behind this game is to increase vocabulary and encourage the children to use more specific words in order to communicate better. Within a given time period (three minutes is plenty for younger grades), ask your students to name adjectives that describe a taste. "This tastes ______."

Have them get as specific as possible. **Bad** is not as specific as **sour, peppery, spicy, garlicky**. Get them started by suggesting tastes they dislike, then like. Don't forget flavors. Write the words on the chalkboard, listing all that are volunteered.

Resources for a Story Hour

Dragons

Books:

Custard the Dragon and the Wicked Knight by Ogden Nash. Little Brown, 1961. (Humorous and fun poem turned into a picture book. A personal favorite.)

The Dragon Takes a Wife by Walter Dean Myers. Bobbs-Merrill, 1972. (Delightful and humorous.)

Everyone Knows What a Dragon Looks Like by Jay Williams. Four Winds, 1976. (Beautifully illustrated Chinese story. Perhaps too long for kindergartners.)

The Judge by Margot Zemach. Farrar, Straus, and Giroux, 1969. (Humorous tale.)

There's No Such Thing as a Dragon by Jack Kent. Golden Press, 1976. (Available in record from Western Publishing Company.)

Records:

Pete's Dragon, Walt Disney Productions, 1977. (Also available in a read-along record.)

There's No Such Thing as a Dragon. Western Publishing Company. (A read-along record. Also in book form.)

Songs:

"I Saw a Dragon." From the record *Pete's Dragon*. Walt Disney Productions, 1977.

"Puff the Magic Dragon." From the record *Children's Greatest Hits*, Volume II, CMS, 1977.

Poems:

"Dragon Night." From *Dragon Night and Other Lullabies* by Jane Yolen. Methuen, 1981. (unpaged)

"Us Two." From *The Christopher Robin Book of Verse* by A. A. Milne. Dutton, 1967, p. 9.

Filmstrips:

The Judge by Margot Zemach. Miller Brody, 1975. (46 frames.)

CHEERFUL, SILLY, SAD CLOWNS

Clown stories and circus parades are certain to win children's hearts and capture their imaginations. This action-packed tale can easily be dramatized, with festive atmosphere enhanced by simply stringing balloons around the storytelling area. Because clowns are so colorful with their greatly exaggerated expressions, this story about *Chirpy, Cheerful, Silly, Sad Clowns* gives the storyteller a perfect vehicle for exploring expressions and feelings as a follow-up activity.

Characters

Three Clowns *Lion* *Elephant* *Monkey*	Children with Turn-around, Sad/Glad Puppets (patterns or child-made)
People in the Park	Children with strolling clothes
Brass Band	Children with instruments

Props

Juggling Balls	Real items
Instruments	Toy or real instruments; or an array of kitchen utensils, pots, and lids
Two Trees	Children, without puppets
Apples	Real items attached to string loops
Hoop	Hoola Hoop or bicycle wheel rim

Preparation

If desired, hang up some balloons beforehand to decorate the park.

Introduction

Ask the children if they have a favorite clown. "What do they like best about clowns? What are some things clowns can do? Are they happy or sad?"

Have a few of the children demonstrate some of the tricks that clowns can do, such as somersaulting, playing an instrument, or juggling balls.

Tell the children that today's story takes place in a park where there are some Clowns performing some tricks. Assign three children to play the parts of the Clowns with puppets and props; the first one will juggle balls; the second will do a silly dance; and the third will make hooting sounds during the story. Place the Clowns to one side of the playing space.

Assign two children to pretend to be the Trees in the park (one with apples hung on branches) and have them stand with outstretched branches (arms). Place them at opposite ends of the playing space.

Assign three children to play the parts of the Lion, Elephant, and Monkey with puppets. The Lion should sleep under one Tree, the Monkey plays in the Tree with apples, and the Elephant can sit between the Trees.

Let two to four children play the Musicians in the brass band with instruments. Place the band in another location in the playing space

The remaining children can play the Park People.

Cue the children on the story's actions.

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Austin, TX. 78716. 1-800-933-5512. Write for free catalog.

CHIRPY, CHEERFUL, SILLY, SAD CLOWNS

The Story	The Actions
Once there were three chirpy, cheerful Clowns who spent every Sunday doing clown tricks for the town People in the park. While they did not belong to a circus, the People still enjoyed their funny juggling acts; their silly dances; and their hooting, tooting noises and wonderful crazy tricks.	*The Clowns perform tricks in corner.*
One Sunday, the Clowns found the People in the park listening to a big brass Band; and no one took any notice of the three Clowns—not even the children. So feeling very sad and silly, the three Clowns went for a walk into the nearby forest.	*The brass Band plays while Park People look on. Clowns walk off sadly.*
They had not gone far when they came across a pretty miserable, mopey Lion, lying under a tree. "Hello," said the three silly, sad Clowns (they always spoke in chorus), "why are you looking so miserable and mopey?" "Because I am bored," roared the Lion loudly. "Because I am *so* bored!" "Well, why don't you come along with us," said the silly, sad Clowns. "Perhaps we can all cheer each other up!"	*The Clowns greet the Lion and speak in chorus.*
So, off went the three silly, sad Clowns and the miserable, mopey Lion. (But, alas, they did not cheer each other up!)	*They all go off with the Lion following last.*
They had not gone far when they came across a grumpy Elephant. "Hello Elephant," said the three silly, sad Clowns, why are you looking so grumpy?" "Because I'm bored," trumpeted the Elephant. "Because I'm *so* bored!" "Well, why don't you come along with us," said the three silly, sad Clowns. "Perhaps we can cheer each other up!"	*The Clowns greet the Elephant in chorus.*
So along went three silly, sad Clowns; One miserable, mopey Lion; and One trumpeting, grumpy Elephant. (But, alas, they did not cheer each other up!)	*They all go off with the trumpeting Elephant following last.*
They had not gone far when they came across a mad Monkey pulling wild apples off a tree. "Hello," said the three silly, sad Clowns, "why are you such a mad, bad	*The Clowns greet the Monkey in chorus.*

Monkey?" "Because I'm bored," said the Monkey. "Because I'm *so* bored!" "Why don't you come along with us, so we can cheer each other up," said the three silly, sad Clowns.

So off went three silly, sad Clowns;
One miserable, mopey Lion;
One trumpeting, grumpy Elephant; and
One mad, bad Monkey. (But, alas, they could not cheer each other up!)

They all go off with the Monkey following last.

By this time, they had reached the edge of the forest and entered the park where all the People were listening to the big brass Band.

The Parade arrives in the park and marches past the People.

When the Band and the People saw the silly, sad, weary, dreamy, trumpeting, grumpy, mad, bad Parade, they all cheered and cheered! And suddenly, the sad Parade became a happy Parade.

The People cheer noisily, and the Parade transforms from a sad to a happy one. (Characters all turn their puppets around to "glad" sides.)

Clowns danced and juggled;
The Lion roared and jumped through hoops;
The Elephant trumpeted and gave people rides;
The Monkey did wonderful tricks in the trees; and
The crowd of People called out, "Hip! Hip! Hoorah!"

Ever since that day, the little circus visits that lucky town every Sunday!

The Parade marches joyously around the room or down the hallway with the Musicians and People in tow.

THE END

Puppetmaking

Storyteller's Puppets

To Make Turn-A-Round Sad/Glad Stick Puppets — Cut out and color six photocopies of the Clown, and two each of the Lion, Elephant, and Monkey faces. Draw a happy mouth on half the faces and a sad mouth on the other half. Put each pair of faces back to back with a blunt skewer or cardboard towel tube between, for rod control. You should now have three turn-a-round Clowns and three animals.

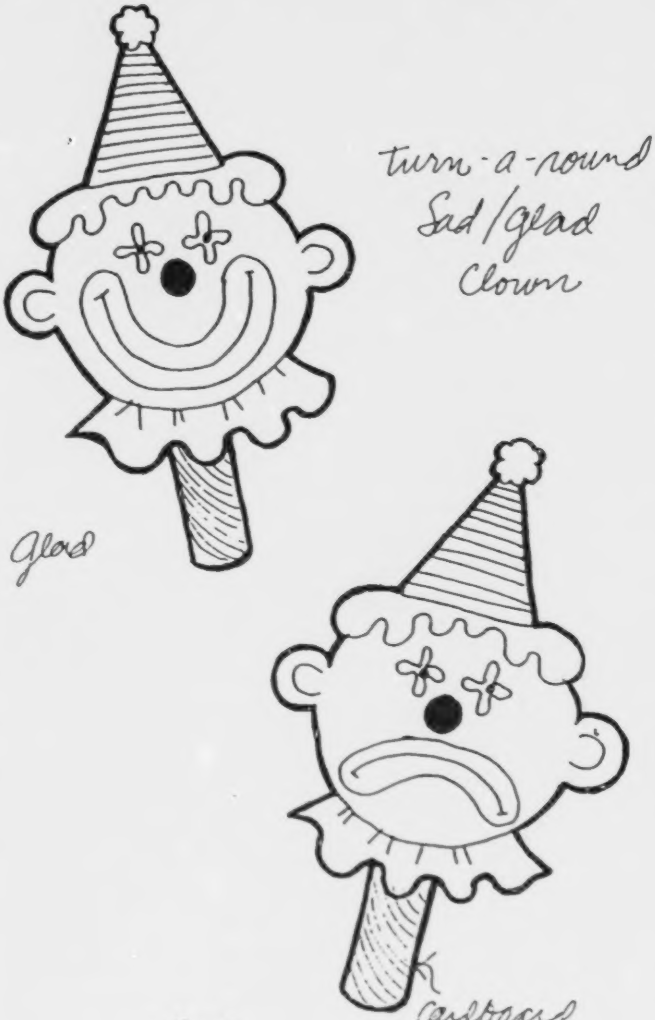
Children's Puppets

To Make Turn-A-Round Sad/Glad Paper-Plate Puppets — Put two paper plates back to back and glue a blunt skewer or cardboard towel tube between them for rod control. Let the children make appropriate characters with a happy face on one side and a sad face on the other. Yarn or fringed paper can be used for Lion's mane and Clown's hair; construction paper for features; sequins, party ribbons, and pom-poms for decorating Clowns' hats.

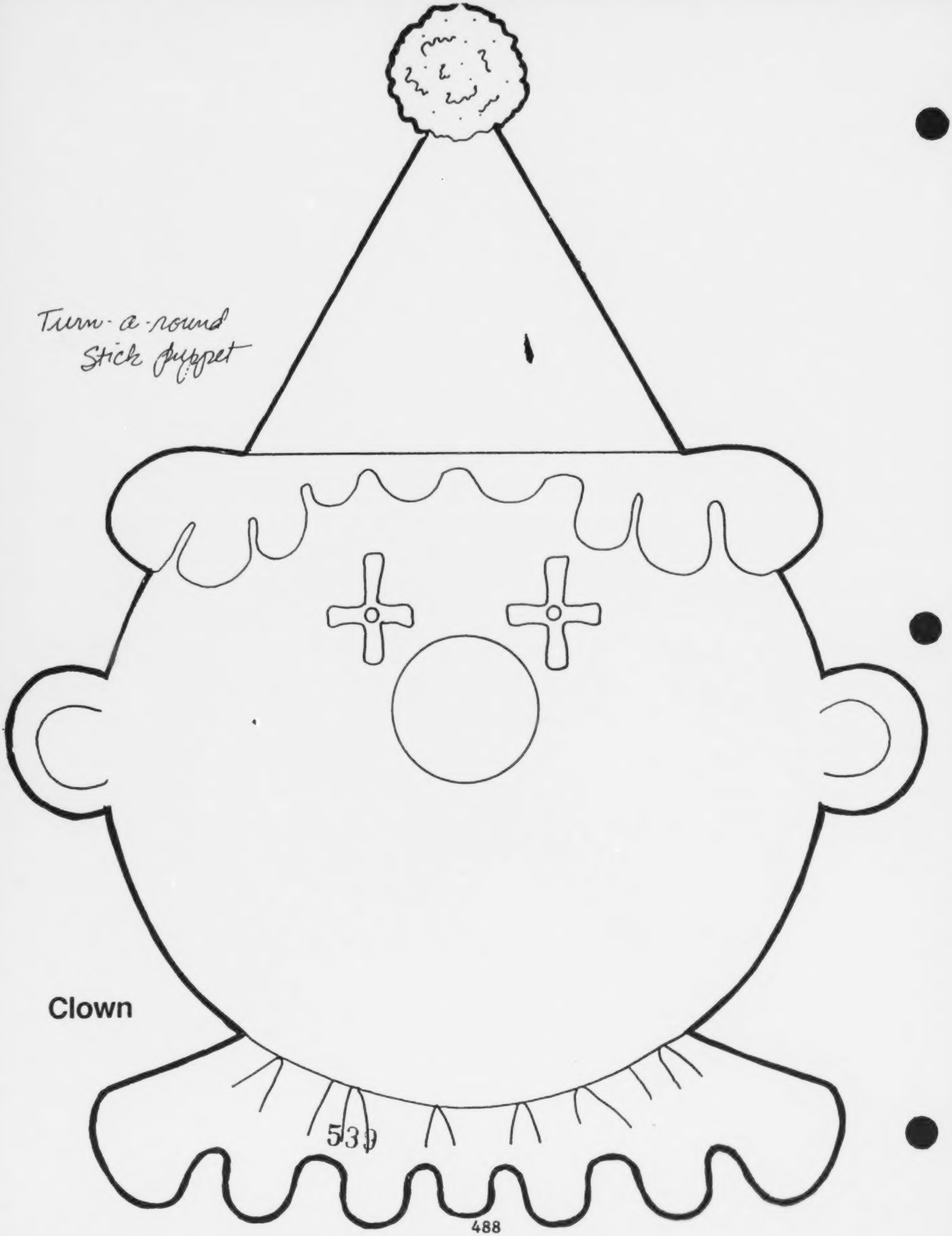
Follow-up Activities

The Giant Cheerful/Cheerless Parade — The children might enjoy making additional turn-around Sad/Glad animal characters of the forest to add to the parade, such as a cheeky, cheerless parrot; worried, weary rhinocerous, etc.

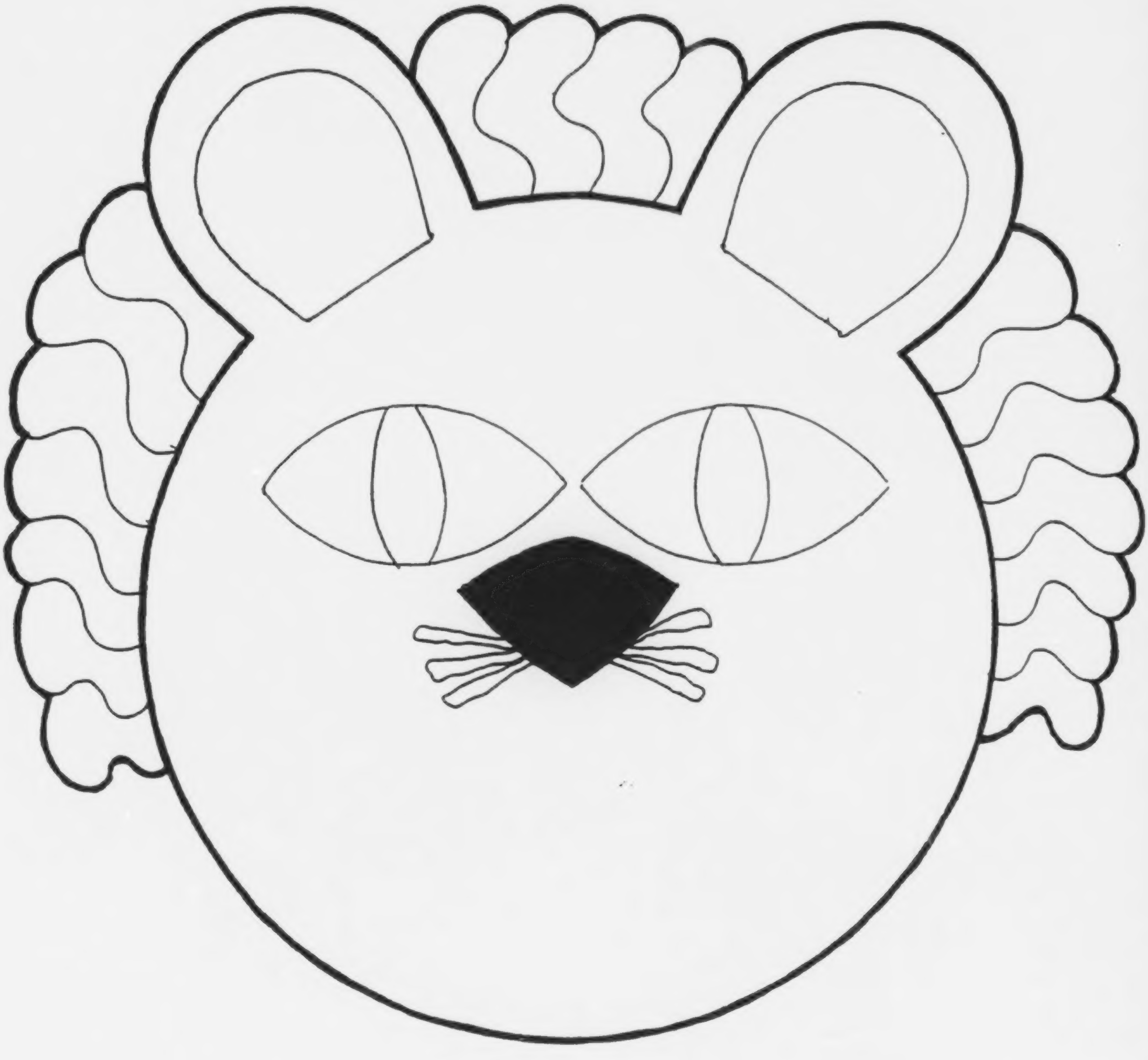
Sad/Glad Skits — Have all the children make "Sad/Glad" turn-around paper-plate puppets of their own choosing. Afterwards, discuss with the children some of the things that make their puppets sad or happy. Or, form the children into teams of two and have them develop their own short skits with their puppets using story themes that evolve around sad characters that transform into happy ones (or vice versa).



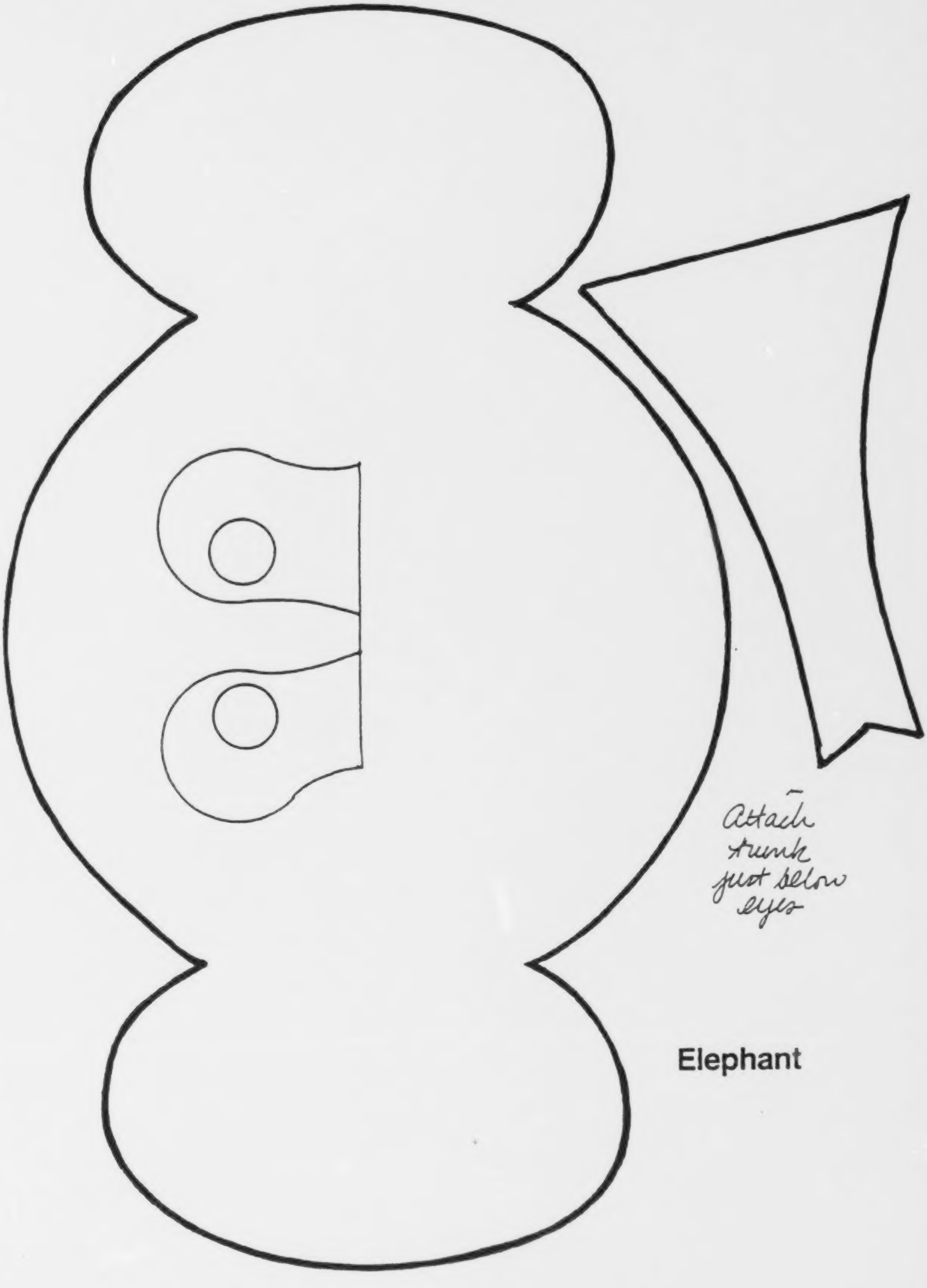
Turn-a-round
Stick puppet



Clown



Lion



attach
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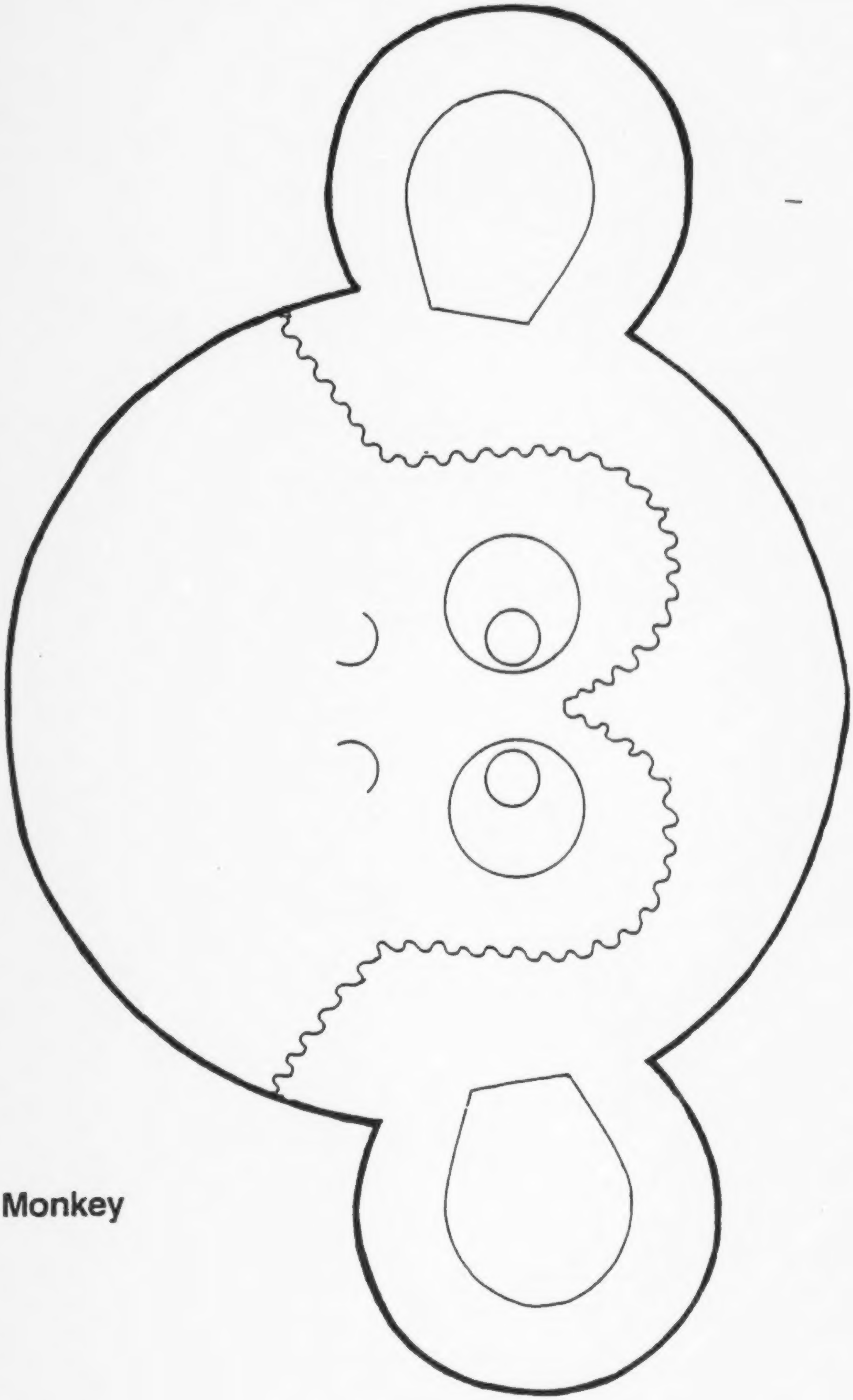
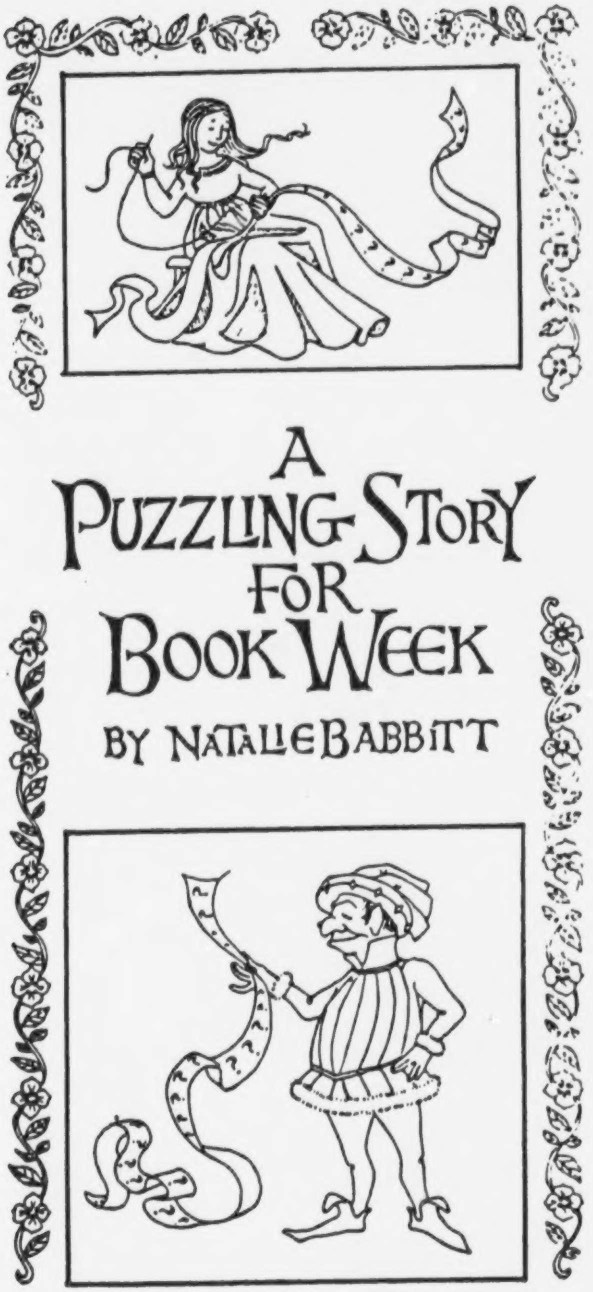
Elephant



Monkey



The Children's Book Council, Inc., 67 Irving Place. N.Y. 10003

THE PRINCESS AND THE OGRE
by Natalie Babbitt

Originally written for Book Week, this works well as a participation story for fourth-graders all year round.

Copy each of the princess's coded messages onto a piece of poster board. As you read the story, display each message on an easel at the appropriate time [BRACKETED STAGE DIRECTIONS HAVE BEEN ADDED].

Some children will decipher the message right away, but gently indicate that they are to wait to say it aloud together. By the time the ogre is ready to read the message back to the princess, most of the kids will have it too. A nod to the group will be enough to have them yelling it out.

At the end hold up all three messages and let the kids solve them together.

"The Princess and the Ogre" by Natalie Babbitt. Reprinted by permission of the author.

THE PRINCESS AND THE OGRE

by Natalie Babbitt

There was a princess once who had the usual long hair and small feet, but otherwise she was different from most other princesses, and the reason why she was different was this: she didn't want to marry any of the nice young men who kept coming along to ask for her hand. All of them were the sons of kings and therefore perfectly suitable, but still they seemed very dull to the princess, what with their showing off all the time on horseback, and clanking about in heavy armor, and generally making a nuisance of themselves with bad poetry and singing off-key. She wanted instead to marry someone who was very, very clever and so far no one like that had presented himself.

One day she managed to slip away and was taking a stroll alone in a meadow outside the castle walls when all at once an ogre leapt out from behind a bush and snatched her and carried her off at top speed to his den on a faroff hillside. It all happened so quickly that she didn't have time to pack or leave a message or even call out for help. And before she knew it, there she was, locked up in a little room with the ogre keeping watch on the other side of the door.

"You're mine, dearest creature," said the ogre through the keyhole, "and when you've got used to the idea, I'll let you out and we'll have a game of Chess."

Now, this situation was surprising, to say the least, but the princess wasn't frightened because she knew she could hold her own with any ogre, whether he knew how to play Chess or not. So she said through her side of the keyhole, "Horsefeathers!" This wasn't a very ladylike answer, perhaps, but still it was all she could think of to say at the moment. And then she set about looking for some way to escape.

The room in which she was locked was a nice room, considering the fact that it was part of an ogre's den. It looked as if it had been fixed up especially for her. ("I fixed it up especially for you!" said the ogre through the keyhole.) There were a table and chair, and a pink-painted bed with a nice pink bedspread on it, and the walls were freshly painted white. That was all, except that on the table were a candle and matches, and a square china dish containing a single needle. And there was one window, big enough to see through but nowhere near big enough to climb out of, even if your feet were as small as the princess's. Still, she peered out and saw that a short way below there was a road running by.

"Well, now," said the princess, nodding to herself, "it won't be easy, but much can be done with a needle. I'll get a message ready and when someone comes by on the road, I'll simply fling the message out--a message mixed up in some way that will make it too hard for that ogre to read, but easy for anyone else. Then if the ogre should find it by mistake, he won't know what's going on."

And so, while the ogre hummed little songs to her through the keyhole, the princess set to work. There was no pen to write with, and no paper, so the took off her crown and scratched the following message on it with the needle:

[DISPLAY FIRST MESSAGE]

ASLEEP VASE ENCRISPS
FORM GORSE END!

Then she waited by the window for someone to come along.

After a while, along the road below, a prince on a large white horse came into view. Taking careful aim, the princess flung the crown through the window and down it rolled, bumpety-bump, right to the feet of the horse. The prince climbed down from his saddle, picked up the crown and looked at it, and the princess could just barely hear what he said:

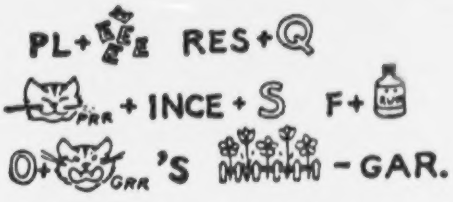
"Why, here's a golden crown! And someone has scratched it all up with a lot of nonsense, and thrown it away. What a pity--it would have made such a nice birthday present for my little sister if it hadn't been spoiled." And the prince dropped the crown at the roadside, climbed back onto his horse, and rode away.

But the ogre went down the hill when the prince was gone, picked up the crown, and brought it back to his den, and after a few moments he said through the keyhole, "That's easy, that one. I know exactly what it says." And he read out the answer to the princess. [INVITE AUDIENCE TO READ MESSAGE ALOUD TOGETHER] "But it didn't do you any good after all, so you may as well give up and agree to be mine, dear creature, so we can have our game of Chess."

Well, the princess said, "Horsefeathers!" again, but to herself she added, "Hmm! This ogre is not as stupid as he looks." And she set to work at once on a new message.

This time she tore a piece of white cloth from the ruffle of her petticoat, and with the needle and a long thread pulled from the hem of the bedspread, she embroidered the following:

[DISPLAY SECOND MESSAGE]



And then she waited by the window for someone else to come by.

Pretty soon a second prince appeared, striding along on foot. The princess took off one of her shoes, stuffed the message into the toe, and flung it out the window. Down it went, bumpety-bump, right to the prince's feet.

"Aha!" he said. "What have we here?" And he picked up the princess's shoe and found the message. "Aha!" he said again. "Here is an odd sort of thing. No doubt it holds answers to some difficult question of life. But I know all the answers already, so it's not any use to me." And he dropped it by the roadside and went away.

But the ogre went down the hill when the prince was gone, picked up the message and the princess's shoe, and brought them back to his den, and after a few moments he said through the keyhole, "This one is easy, too. I know exactly what it says" And he read it out to the princess. [INVITE AUDIENCE TO READ MESSAGE ALOUD TOGETHER] "But it didn't do you any more good than the first one. So you may as well give up and agree to be mine, dear creature, so we can have our game of Chess."

"Horsefeathers," said the princess for the third time, but she thought to herself, "This is really a rather clever ogre!" Nevertheless, she set to work at once on a third message and this time she tried to make it very hard indeed. She lit the candle, and using the square china dish for a mold, she made a sort of tablet with dripping wax; and when it was cold, she lifted it out and with the needle she wrote the following message:

[DISPLAY THIRD MESSAGE]

THREE LB. PIG-
MEATY PORTIONS
CHEESES
YOGURT
DOGFOOD
GARDEN SOD
BEANS

And then she waited by the window for someone else to pass.

After a while a third prince came rolling along in a golden coach and at the right moment the princess flung out the wax tablet and down it went--bumpety-bump--and bounced right in through the window of the coach.

"What's this?" exclaimed the prince, looking at the tablet very carefully. "Why, it's an old shopping list. Anyone who would shop for things like these is no one I want to know." And he tossed the tablet out through the window of his coach, signalled to his coachman, and rolled away.

But the ogre went down the hill when the coach was gone, picked up the tablet, and brought it back to his den, and after a few moments he said through the keyhole, "This is the easiest one of all." And once more he read out the answer to the princess. [INVITE AUDIENCE TO READ THE MESSAGE ALOUD TOGETHER] "You can see that it did you no more good than the other two. Please give up all those messages, won't you, dear creature, and agree to be mine so we can have our game of Chess?"

The princess stood on her side of the door, thinking, "This ogre," she said to herself, "is really extremely clever. It is something to be cleverer than three princes put together. We'll see if he is even cleverer than I!" So she said through the keyhole, "Well, we'll have our game of Chess, anyway, and then we'll see."

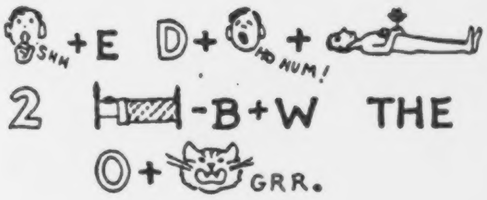
So the ogre let her out and in a pleasant room by a roaring fire they had their game of Chess. It went first one way and then the other, and after three hours it was over, and had ended in a tie.

"We were made for each other, dear creature, " said the ogre fondly. "Anyone can see that."

The princess said to herself, "This ogre is exactly as clever as I am, myself, no more and no less. Of course, he's rather ugly, but horsefeathers--looks aren't everything."

And so...

HES DICDEED OT
DEW HET GORE.



AS THE END
SEE CHILD READ
IT, FOR WE END IT.
WHEE! LONG ORDER!

Ten Dizzy Dragons

Ten dizzy dragons,
Lived long, long ago,
In a land full of magic,
Where few people could go.

The first dragon wore a garland of flowers;
The second dragon had strong magic powers.

The third dragon flew wildly through the air;
The fourth dragon lived in a jewel-filled lair.

The fifth dragon rescued people in trouble;
The sixth dragon like to blow pretty bubbles.

The seventh dragon wore a crown made of gold;
The eighth dragon had a heart brave and bold.

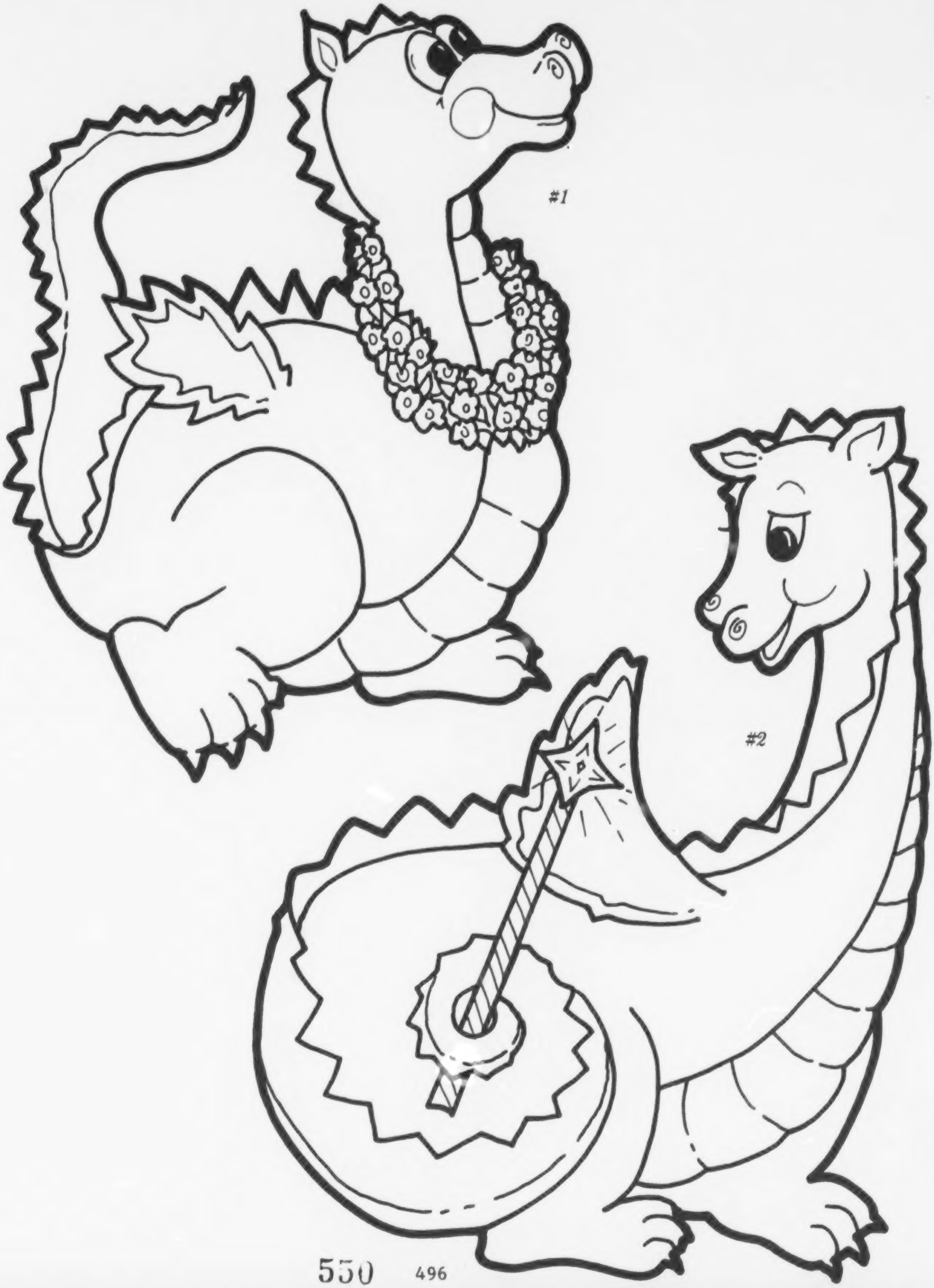
The ninth dragon had breath of smoky green fire;
The tenth dragon was a terrible, awful liar.

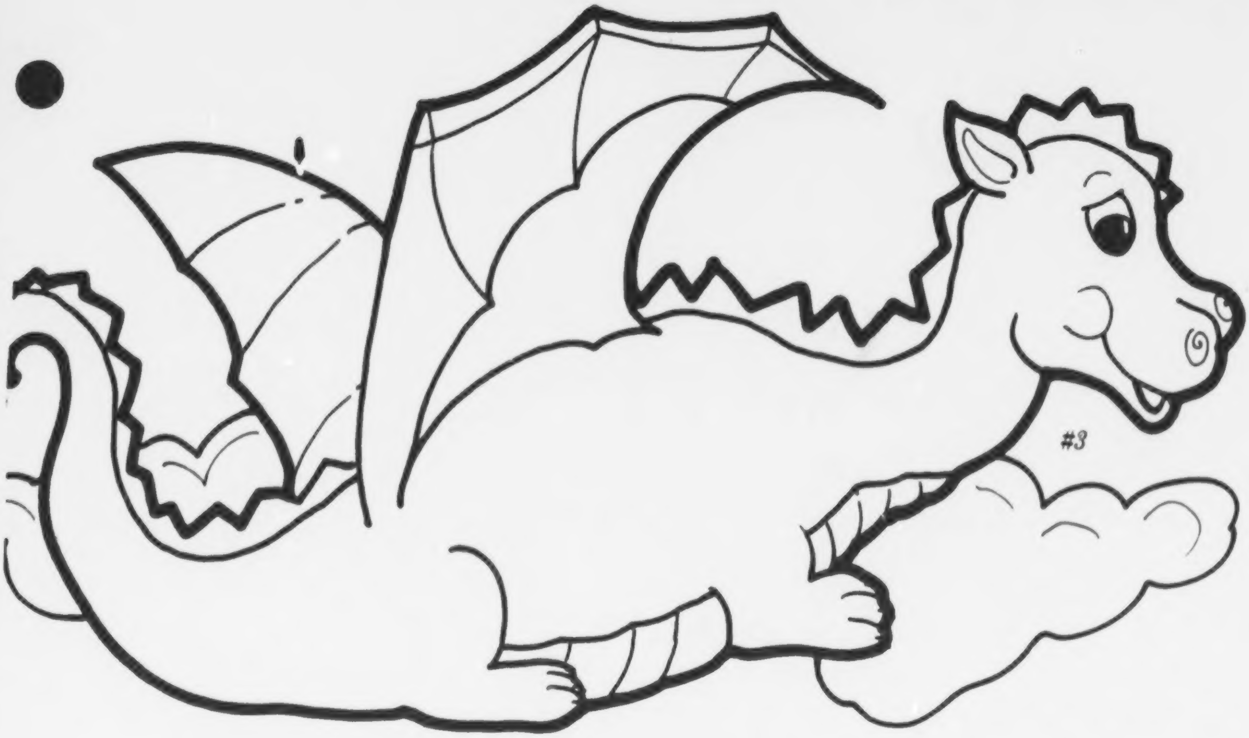
Ten dizzy dragons,
Lived long, long ago,
In a land full of magic,
Where in your dreams you can go.

Use the Ten Dizzy Dragons (see patterns on pages 10 to 14) on the flannel board. Make from pellon, using fabric paints for best results, or from felt.

From Super Story Telling by Elaine Catron and Barbara Parks, (c) 1986.
T.S. Denison - Minneapolis, MN

"Ten Dizzy Dragons" – Flannel Board Rhyme





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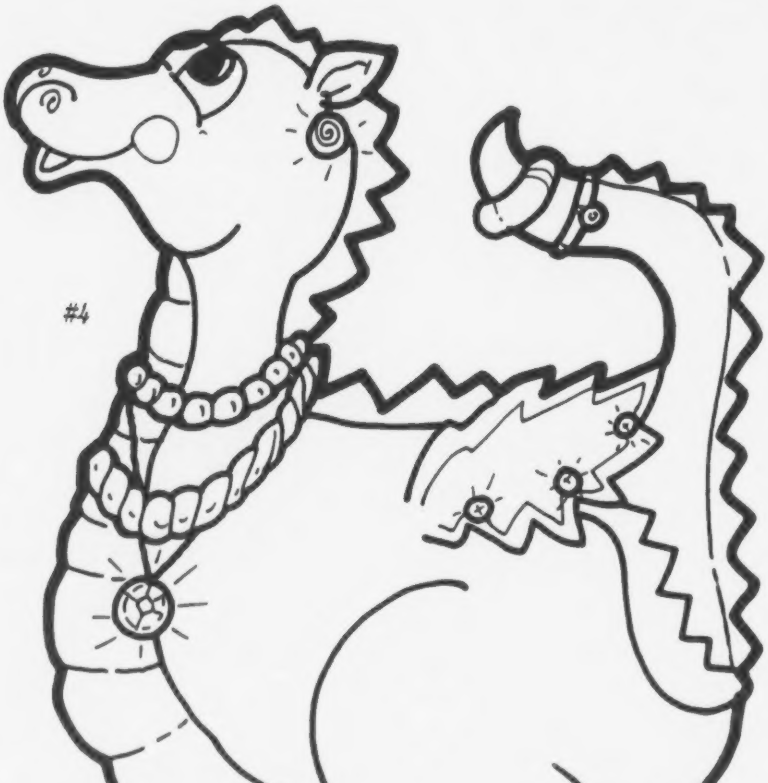

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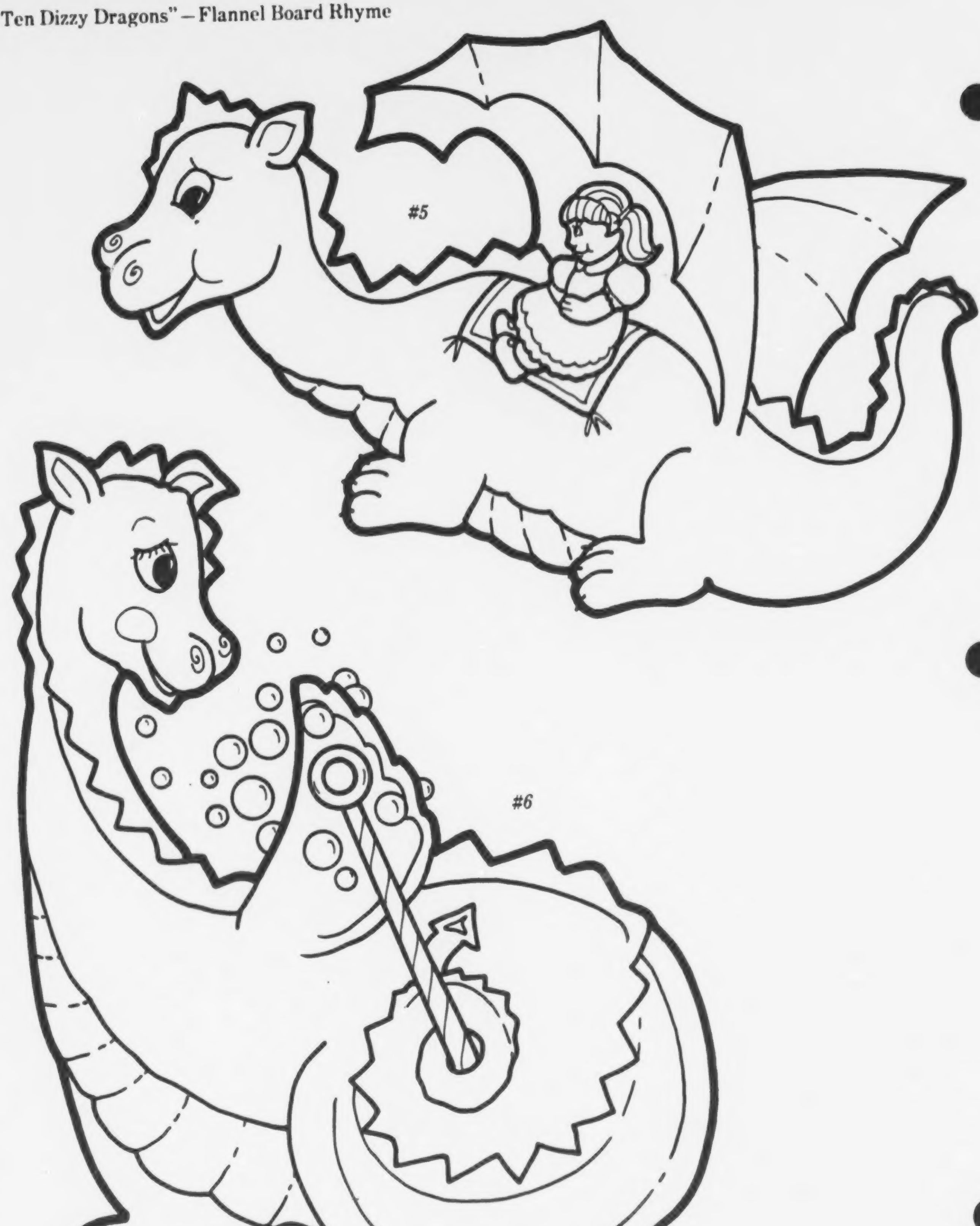
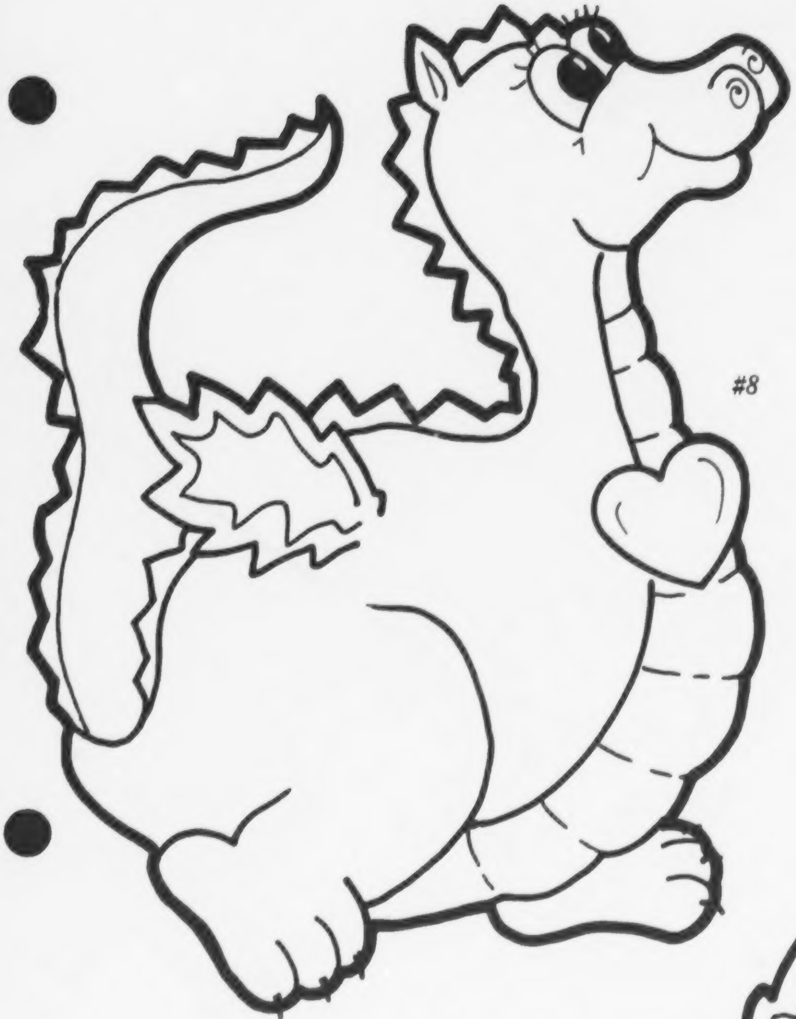
"Ten Dizzy Dragons" – Flannel Board Rhyme





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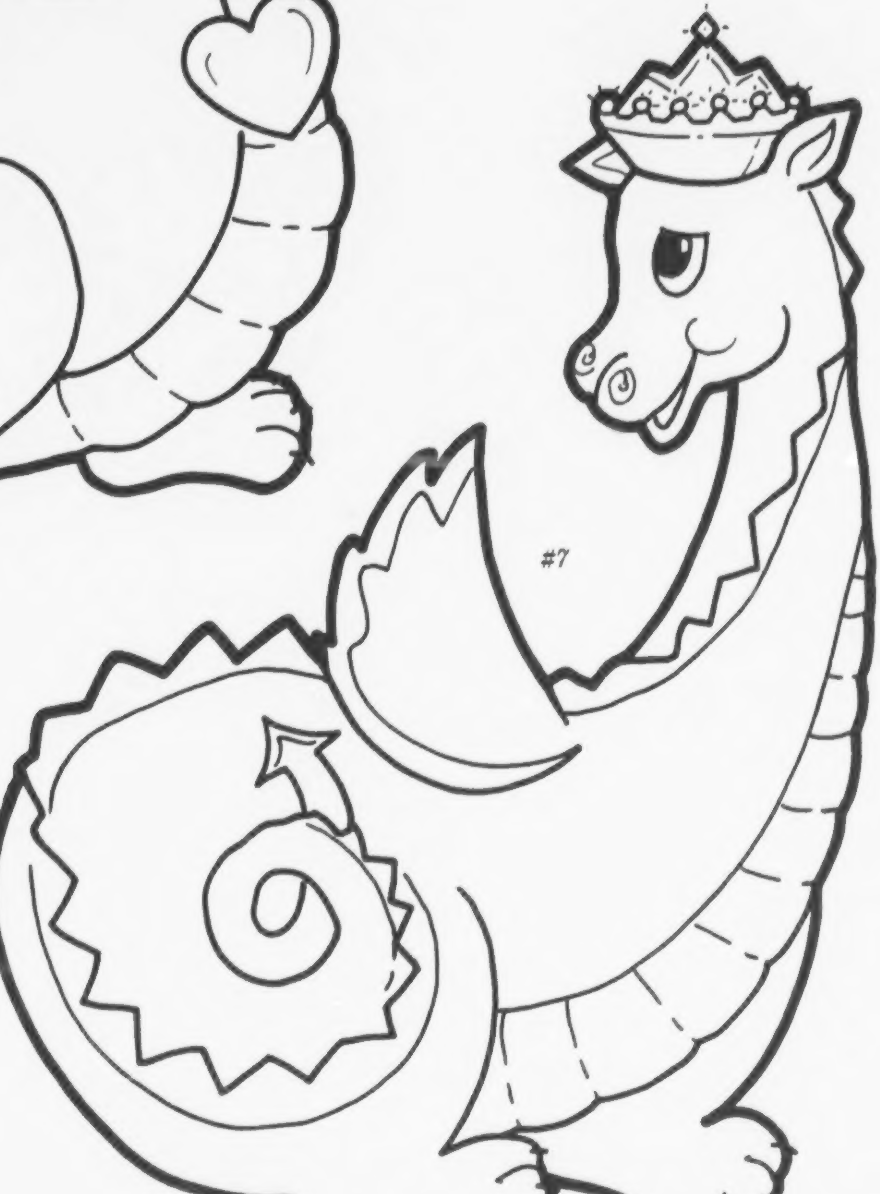

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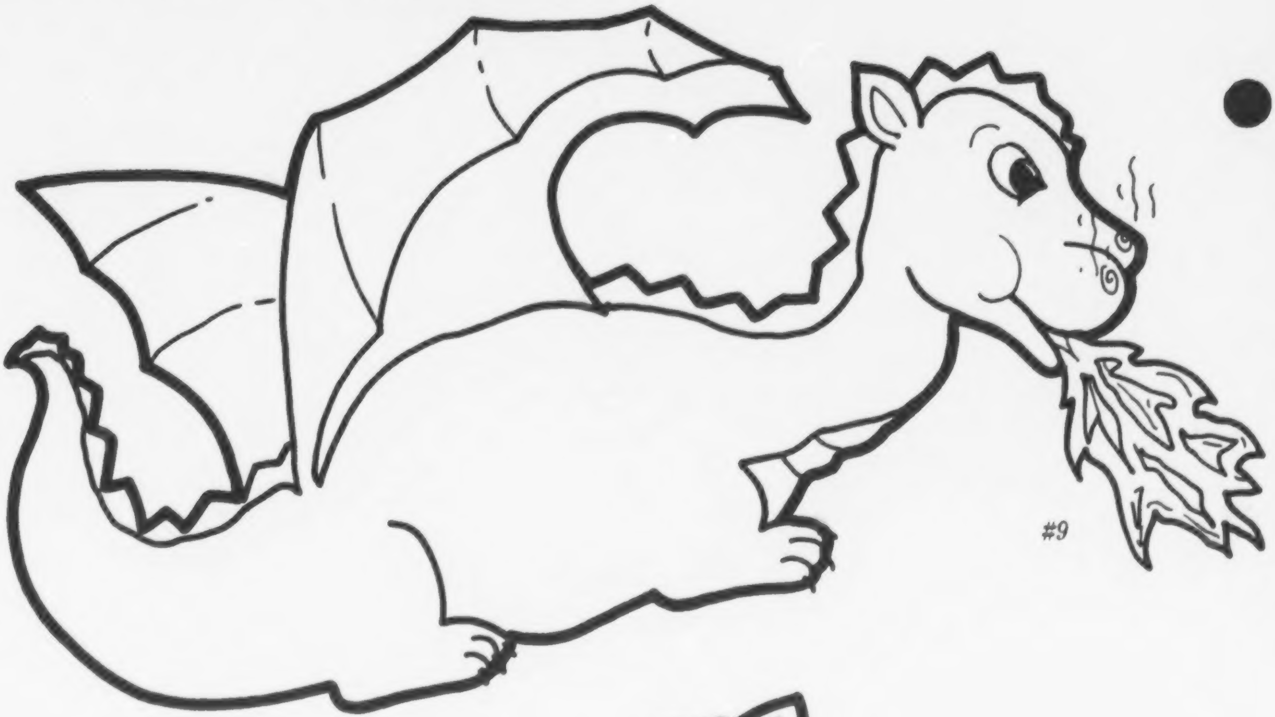

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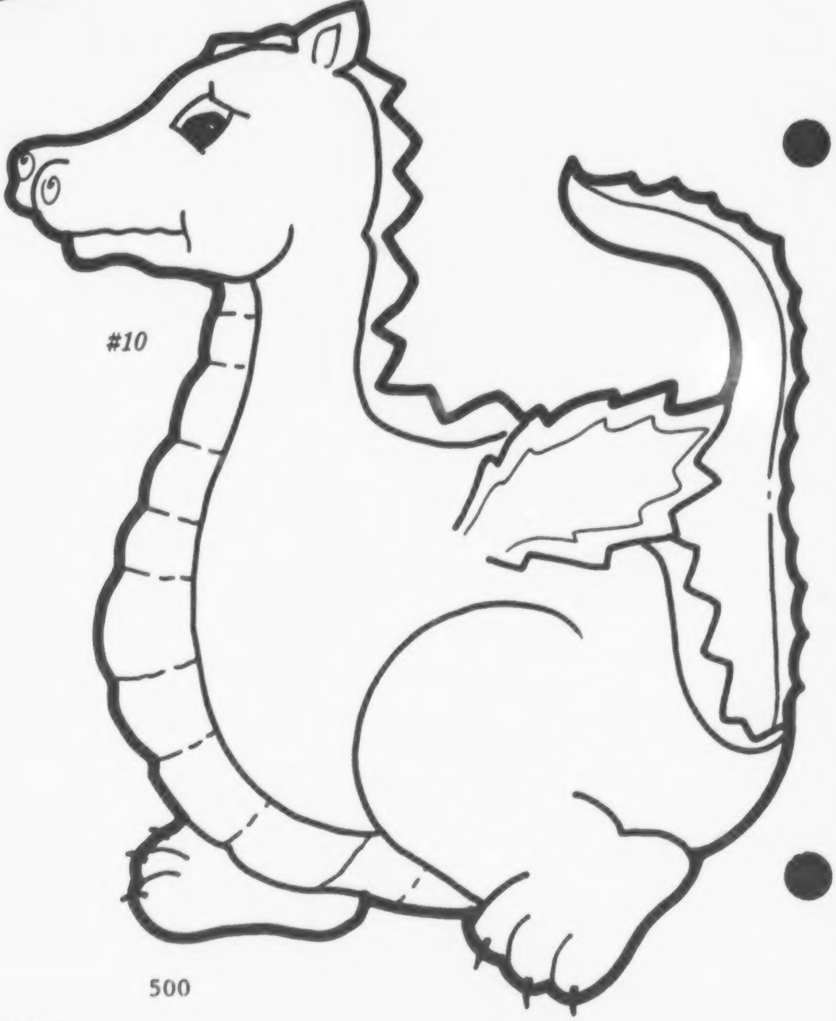


#10

RESOURCES 5

Selected Books

Selected Films

Other Resources

grins and giggles at the library

BEST COPY AVAILABLE

SELECTED BOOKS

TODDLERS

Adler, David A. A Dinosaur Princess and Other Prehistoric Riddles. New York: Holiday House, 1988.

Berenstain, Stan and Jan. The Berenstain Bears and the Missing Dinosaur Bone. New York: Random House, 1980.

Brandy, Susan. Find My Blankey. Harper LB, 1988. (PS-K) Sam Mouse doesn't want to go to sleep while everyone else is up, so he declares that his special blankey is missing.

Brown, Marcia. Stone Soup.

dePoala, Tommie. Strega Nona.

Dr. Seuss. If I Ran the Zoo.

Gibbons, Prehistoric Animals. New York: Holiday House, 1988.

Gundersheimer, Karen. One Two Three, Play with Me. Harper LB, 1984. (PS-K) Two mice play with toys and learn numbers.

Lindburg, Reeve. Midnight Faun. New York: Dial, 1987.

McKissack, Patricia. Monkey-Monkey's Trick: Based on an African Folk Tale. Random, 1988. (1-3) Monkey-Monkey needs help building his new house in this amusing fable.

Miller, Moria. Oscar Mouse Finds a Home. Dial, 1985. (PS-1) Every day Oscar finds a new home to escape the noise and confusion caused by his brothers and sisters.

Numeroff, Laura Joffe. If You Give a Mouse a Cookie. Harper LB, 1985. (PS-K) A little mouse asks for a variety of things until the floor is a clutter of goods.

Potter, Beatrix. Tales of Peter Rabbit.

Prelustsky, Jack. Tyranno Saurus Was a Beast. New York: Greenwillow Books, 1988.

Rey, H.A. Curious George. Houghton, LB, 1941. (K-4) A small monkey finds himself in difficulties due to his mischievous curiosity.

Rogun, Alan. Blue Tortise.

__________. Green Bear.

__________. Red Rhino.

__________. Yellow Hippo.

PRESCHOOL - KINDERGARTEN

Asch, Frank. Sand Cake. Parents Magazine Press, 1979. (PS-2) Baby Bear agrees to eat the cake his father plans to make on the beach. How can his father bake a cake with nothing but sand all around? How will Baby Bear eat a sand cake?

Bloom, Suzanne; We Keep A Pig In The Parlor. Clarkson N. Potter, 1988. (PS-2) A disgruntled pig lives in a barn, sleeps on straw, and eats unpopped corn. He dislikes living like a pig. The farmer finds a new home for the pig in the parlor where the pig sleeps on the settee, watches TV, and eats popped popcorn.

Carle, Eric. The Grouchy Lady Bug. Crowell, 1977. (PS-1)). A grouchy lady bug picks a fight with another lady bug. Before the day is over, she challenges many different insects and animals to a fight, but decides in turn that each is not big enough to fight.

Carle Eric. The Very Busy Spider. Philomel, 1985. (PS-1). The various farm animals invite the spider to participate with them, but she is too busy spinning her web. After her web is spun, she catches a fly shown on each page.

Carle, Eric. The Very Hungry Caterpillar. Collins/World, 1969. (PS-1) A newly hatched caterpillar samples different foods over a week and ends up with a stomach ache. It finally eats a green leaf, spins a cocoon and later becomes a butterfly.

Carlson, Nancy. I Like Me. Viking, 1988. (PS-1) In this book about self-esteem, the young girl describes what she like about herself. The main character is a pig.

Carter, David A. How Many Bugs in A Box.

Celsi, Teresa. The Fourth Little Pig. Raintree, 1990. (PS-2) The fourth little pig is the "Three Little Pigs'" sister. She is an adventurer, afraid of nothing, and she describes how she has to force her brothers out of their house after their encounter with the wolf.

Easton, Violet. Elephants Never Jump. Little, 1986. (PS-K) An elephant declares that it never forgets and never jumps, but it is forced to jump to save two baby tigers--to the delight of the other animals.

Gretz, Susanna. The Bear Who Went to the Seaside. Penguin, 1984. (K-2) Five bears and Fred, their Dalmatian friend, have fun at the beach.

Howe, James. The Day the Teacher Went Bananas. Dutton, 1984. (PS-2) Officials sent a gorilla by mistake to a classroom as a teacher and the teacher was sent to the zoo. The pupils had a wonderful time till the mistake was discovered.

Hutchins, Pat. Where's the Baby?. Greenwillow, 1985. (PS-2) Momma, Grandma and Hazel Monster attempt to find Baby Monster by following a messy trail that leads from room to room. Baby monster spills paint, writes on the wall, and overflows the tub. When found, he's fast asleep in his tidy room.

Kasza, Keiko. Pig's Picnic. Putnam, 1988. (PS-1) On his way to ask Miss Pig to join him on a picnic, Mr. Pig meets his friends. Each persuades him to don a portion of their assessories, such as a mane, a bushy tail, and stripes. Self-esteem is the main theme.

Kasza, Keiko. When The Elephants Walk. Putnam, 1990. (PS-1) When the elephant walks, it starts a chain reaction of mishaps for the other animals.

Klein, Suzanne. An Elephant In My Closet. Follett, 1974. (PS-1) A young boy finds an elephant and wants to keep him. At first, he can't figure out what to do with the elephant, but finally the boy decides to put him in his own bed.

Mayer, Mercer. There's a Nightmare in My Closet. Dial, 1968. (PS-1) A young boy decides to get rid of the nightmare in his closet, but the nightmare ends up sharing the boy's cozy bed.

Mayer, Mercer. There's An Alligator Under My Bed. Dial, 1987. (PS-1) A little boy solves the problem of the alligator under his bed by luring it out of his room and into the garage using a trail of food. He leaves a note to his father warning him about the alligator in the garage.

McKissack, Patricia. Monkey-Monkey's Trick. Random House, 1988. (K-3) In this African folk tale, the mean, greedy hyena play tricks on Monkey-Monkey. However, the tricks eventually backfire and the hyena finds out how it feels to be deceived.

Morgan, Michaela. The Monster Is Coming! Harper & Row, 1987. (PS-1) A little girl hides from a large, hairy, blue monster while the monster hunts for her in a game of hide-and-seek. Then the monster hides while the girl hunts for him. Throughout the book the reader participates in the game by lifting flaps and looking for the girl.

Murphy, Jill. Five Minutes' Peace. Putnam, 1986. (PS-2) While taking her morning bath, Mrs. Large seeks peace and quiet from her three energetic elephant children.

Pearce, Philippa. Emily's Own Elephant. Greenwillow LB, 1988. (PS-K) Emily and her mother decide to give a part of their meadow home to an unwanted elephant from the London Zoo.

Poulet, Virginia. Blue Bug To The Rescue. Children's Press, 1976. (PS-1) Blue Bug rescues different insects from poisonous plants.

Poulet, Virginia. Blue Bug's Surprise. Children's Press, 1977. (PS-1) Blue Bug gives gifts of flowers to her friends.

Punnett, Dick. Talk Along--Help Jumbo Escape. Child's World, 1982. (PS-2) A rhyming book describing various escapades of Jumbo the elephant. By leaving off the ends of sentences, children are invited to finish the rhyme and rescue Jumbo.

Rey, H.A. Curious George Rides a Bike. Houghton Mifflin, 1952. (PS-3) The man in the yellow hat gives George a bicycle. One day, when George is riding his bike, he is captured and forced to work in the circus. George is eventually rescued by his friend and brought safely back home.

Riddell, Chris. The Trouble With Elephants. Lippincott, 1988. (PS-1) A little girl plays with her stuffed elephant while grumbling about how real elephants might cause problems such as crowding her out of bed, eating her food, and sliding down the banister.

Ross, Tony. I'm Coming to Get You. Dial, 1984. (PS-1) After gobbling up several planets, a hairy, howling bully of a monster heads for Earth. He's coming to get little Tommy Brown who doesn't want anything to do with monsters. When the monster arrives at Tommy's door, Tommy doesn't see him because the monster is really very tiny.

Sendak, Maurice. There The Wild Things Are. Harper & Row, 1984. (PS-1) After Max makes mischief around the house, he is sent to his room without his supper. He imagines a voyage across the sea to "Where the Wild Things are." Because he tames them, the Wild Things make Max their king. Eventually, Max tires of the Wild Things's antics and longs for home and the love he's known there.

Slobodkina, Esphyr. Caps For Sale. Harper & Row, 1968. (PS-2) A peddler balancing a huge stack of caps on his head walks up and down the street calling "Caps for Sale." When he stops under a tree to take a nap, monkeys take the caps.

Thomas, Patricia. "Stand Back," Said the Elephant, "I'm Going to Sneeze!" Lothrop, 1971. (PS-1) This rhyming story features the adventures of an elephant who has to sneeze. The little mouse scares his sneeze away, but that doesn't entirely save the day.

Ueno, Noriko. Elephant Buttons. Harper LB, 1973. (PS) An amusing book that shows an elephant with numerous buttons. As the buttons pop open, they reveal another animal and so on until finally a little mouse's button pops open, and an elephant balloons out!

Wylie, Joanna & David. Do You Know Where Your Monster Is Tonight? Children's Press, 1984. (PS-1) A monster plays hide-and-seek with the reader in this book that gives basic lessons in telling time.

FIRST - THIRD GRADES

Brimner, Larry Dane. Country Bear's Good Neighbor. New York: Orchard Books, 1988. (1-3) Country Bear borrows all the ingredients for a cake from his neighbor and then gives her the cake as a present.

Carlstrom, Nancy White. Jesse Bear, What Will You Wear? New York: Macmillan Publishing Co., 1986. (K-3) Rhymed text and illustrations describe Jesse Bear's activities from morning to bedtime.

Gackenbach, Dick. Poppy the Panda. New York: Clarion Books, 1984. (K-3) Katie can't find the right thing for her toy panda to wear until her mother comes up with the perfect solution.

Murphy, Jill. Five Minutes Peace. G. P. Putnam's Sons, New York, 1986. (K-2) Mother elephant wants only five minutes peace and works hard to get it.

Patz, Nance. Nobody Knows I Have Delicate Toes. Franklin Watts, New York, 1980. (K-3) Benjamin and friends get in and out of trouble while getting ready for bed.

Smith, Jerry. But No Elephants. Parents Magazine Press, New York, 1979. (1-3) Grandma finally agrees to take an unwanted elephant into her home, but soon regrets her decision.

Other suggested Bear books for good reading:

Asch, Frank. Bear's Bargain. Prentice-Hall, Inc., 1985. (K-3) Bear and Bird try to help each other achieve impossible ambitions.

Asch, Frank. Goodbye House. Prentice-Hall, Inc., 1986. (K-3) Just before leaving with his family for the move to their new home, Little Bear says goodbye to all his favorite places in and around his old house.

Berenstain, Stan and Jan. Bears in the Night. Random House, 1971 (K-3) Bear children's adventure in the night.

Brown, Marc. Arthur's Birthday. Joy Street Books, Little Brown & Company, 1989. (K-3) Their friends must decide which party to attend when Muffy schedules her birthday party for the same day as Arthur's birthday party.

Brown, Marc. Arthur's Nose. New York: Atlantic Monthly Press, 1976. (1-3) Arthur is unhappy with his nose, and wants to make a change. Arthur discovers that to be himself he must keep his own nose.

Chevalier, Christa. The Little Bear Who Forgot. Albert Whitman & Company, Niles, 1984. (K-3) As the Bear family prepares for its long winter nap, Little Bear forgets to do one essential thing.

Carlstrom, Nancy White. Better Not Get Wet, Jesse Bear. Macmillan Publishing Company, 1988. (K-2) Jesse Bear watches all sorts of animals getting wet on his way to a wading pool where it's finally all right for him to get wet.

Disney, Walt. Pinocchio. New York: Harmony Books, 1982. (1-3) The adventures of the wooden puppet boy whose nose grew whenever he told a lie.

Dodd, Lynley. Wake Up, Bear. Gareth Stevens Publishing, 1986. (K-3) Despite all their efforts none of the animals can get bear to wake up from his winter sleep.

Friskey, Margaret. Seven Diving Ducks. Chicago: Children's Press, 1965. (1-3) A timely accident helps a little duck conquer his fear of swimming and diving.

Hoban, Lillian. Arthur's Honey Bear. Harper & Row, 1974. (1-3) Violet's spring cleaning job gets Arthur involved.

Jensen, Helen Zane. When Panda Came To Our House. Dial Books for Young Readers, 1985. (K-3) A panda visits an American girl and teaches her about China.

Kipling, Rudyard. The Elephant Child. San Diego: Harcourt, Brace, & Jovanovich, 1983. (1-3) This is a well-known fantasy of how the elephant child got his trunk.

Lemieux, Michele. What's That Noise? William Morrow and Co., 1984. (1-3) Brown Bear pursues a noise he hears and finally realizes its source just as sleep overtakes him and his winter nap begins.

LeTord, Bijou. Good Wood Bear. Bradbury Press, 1985. (1-3) With the assistance of Goose, Bear builds a birdhouse so birds may live safely.

Martin, Jr., Bill. Brown Bear, Brown Bear, What Do You See? Holt, Rinehart and Winston, 1983. (K-1) Children see a variety of animals, each one a different color, and a mother looking at them.

McCloskey, Robert. Make Way for Ducklings. New York: Viking Press, 1941. (1-3) A family of baby ducks with their mother ventures out to the pond at the Boston Public Garden.

Murphy, Jill. All in One Piece. G.P. Putnam's Sons, New York, 1987. (K-2) Four young elephants help their parents get ready to go to a dinner-dance.

Obligado, Lillian. The Ugly Duckling. New York: Knopf, 1979. (1-3) A story about an ugly duckling who led an unhappy life until he grew into a beautiful swan.

Perault, Charles. The Three Wishes. Mahwah, NJ: Troll Association, 1979. (1-3) A very poor woodsman who is granted three wishes by a tree fairy is urged by his wife to wish for riches.

Rosen, Michael. We're Going on a Bear Hunt. Margaret K. McElderry Books, 1989. (K-3) Brave bear hunters go through grass, a river, mud, and other obstacles before the inevitable encounter with the bear forces a headlong retreat.

Sharmat, Marjorie Weinman. Lucretia the Unbearable. Holiday House, 1981. (1-3) Because Lucretia Bear is overly concerned about her health, the other animals don't enjoy being with her.

Turska, Krystyna. The Woodcutter's Duck. New York: Macmillan, 1972. (1-3) Kindness to a frog brings a Polish woodcutter an unusual power and change of fortune.

Zemach, Harvey. Too Much Nose. New York: Holt, Rinehart, and Winston, 1967. (1-3) When the native son loses his family's magic heirlooms to the selfish queen, he discovers a way to recover them.

Other elephant books to read:

Bishop, Ann. Noah Riddle. Albert Whitman, 1970. (1-3) This book, along with the author's other joke collections are enjoyable beginning joke books.

Delaney, M.C. The Marigold Monster. Dutton, 1983. (1-3) This humorous book is a fun introduction to the joys of joke telling.

Hoban, Russel. Nothing To Do. Harper, 1964. (1-3) Magic stones, possums and being bored.

Kent, Jack. Floyd, The Tiniest Elephant. Doubleday & Company, Inc., Garden City, New York, 1979. (1-3) A lonely elephant the size of a mouse runs away from the circus because no one ever notices him.

Lasker, Joe. The Do-Something-Day. Viking, 1982. (1-3) Friendship, running away, lessons learned.

Maestro, Betsy and Giulio. Harriet Reads Signs and More Signs. Crown Publishers, Inc., New York, 1981. (K-2) While walking to her grandmother's house, Harriet reads all the signs she sees on the way.

McNulty, Faith. The Elephant Who Couldn't Forget. Harper & Row, Publishers, 1980. (1-3) Young elephant learns that he must remember what to forget.

Punnett, Dick. Help Jumbo Escape. Children's Press: Chicago, 1982. (K-2) The reader helps a lost elephant find his mother by supplying the missing word which rhymes with the preceding line.

Sadler, Marilyn. Alistair's Elephant. Prentice-Hall, Inc., 1983. (K-2) Alistair's life is never quite the same again after the day an elephant follows him home from the zoo.

Stevenson, James. There's Nothing To Do. Greenwillow Books. (1-3) Mary Ann and Louis complain about being bored and Grampa spins another wonderful tale.

Walters, Jerry. Walt Disney's Dumbo On Land On Sea In The Air. Random House, New York, 1972. (1-3) When the train breaks down on the way to their opening performance, Dumbo and the other circus animals must find other means of transportation.

FOURTH - FIFTH GRADE

Blume, Judy. Freckle Juice. New York: Dell Publishing, 1971. (3-5). Andrew is desperate, he wants freckles. At home he mixes a strange combination of ingredients. Then the unexpected happens.

Calhoun, Mary. Big Sixteen. New York: William Morrow, 1983. (3-5). Big Sixteen's extra size and strength get him into trouble when The Old Man asks him to fetch the devil.

Hague, Kathleen Michael. The Man Who Kept House. New York: Harcourt, 1980. (3-4). A man and his wife trade places for the day with hilarious results.

Howe, James. The Celery Stalks at Midnight. New York: Atheneum Publishers, 1983. (3-5). Chester the cat is more than ever convinced that Bunnicula is a vampire after white vegetables show up in the garden.

Howe, James. There's a Monster Under My Bed. New York: Atheneum Publishers, 1985. (3-4). Simon, terrified of the monster he thinks is under his bed, discovers his little brother is hiding there.

Irving, Washington. Rip Van Winkle. New York: William Morrow, 1987. (4-5). Join henpecked farmer Rip Van Winkle as he escapes to the hills to hunt. There he meets dwarfs and drinks from their keg. He falls asleep and wakes up one hundred years later.

Keats, Ezra. John Henry.

Kellog, Steven. Paul Bunyan. New York: William Morrow, Inc., 1987. (3-5). The story of the extraordinary lumberjack whose unusual size and strength brought him many fantastic adventures.

Kellog, Steven. Johnny Appleseed. New York: William Morrow, 1988. (3-5). Story of John Chapman describing his love of nature, his kindness to animals and his physical fortitude.

Kroll, Steven. Big Jeremy. New York: Holiday House, 1989. (3-5). When his clumsiness causes problems for his small neighbors, Jeremy, a friendly giant, decides to run away.

Mayer, Mercer. Liza Lou and the Yellow Belly Swamp. New York: Macmillan, 1976. (3-5). With her quick thinking Liza Lou manages to outwit all the haunts, gobbly gooks, witches and devils in the Yellow Belly Swamp.

Peet, Bill. Bill Peet: An Autobiography - Giggles with Animals.

Peet, Bill. Hubert's Hair Raising Adventure. Boston: Houghton Mifflin, 1959. (3-5). Hubert the Lion was haughty and vain and especially proud of his elegant mane. But what happens when he loses his hair is more than he bargained for.

Peet, Bill. Jethro and Joel Were a Troll. Boston: Houghton Mifflin, 1987. (3-4). A two-headed monster rampages across the countryside but in the end becomes a master castle builder.

Peet, Bill. Zella, Zack and Zodiac. Boston: Houghton Mifflin, 1986. (3-5). Zella the Zebra helps Zack the ostrich when he is young and helpless. When he grows up Zack returns the favor.

Pinkwater, Daniel. Atilla the Pun. New York: Four Winds, 1981. (3-5). When the mystic seer of Hoboken and the employees of Magic Moscow summon the ghost of a famous person, they get a punster with a collection of 1500 year-old jokes.

Rees, Ennis. Potato Talk. New York: Pantheon, 1969. (3-4). A series of misadventures is started by a talking potato in this book of rhymed nonsense.

Rockwell, Thomas. How to Eat Fried Worms. New York: Dell, 1973. (3-5). Billy, because of a bet, must eat 15 worms in 15 days.

Van Allsburg, Chris. Two Bad Ants. Boston: Houghton Mifflin, 1988. (3-5). When two bad ants desert their colony, they experience a dangerous adventure that convinces them to return to their former safety.

Viorst, Judith. My Mama Says There Aren't any Zombies, Ghosts, Vampires, Creatures, Demons, Monsters, Fiends, Goblins or Things. New York: Atheneum, 1984. (3-5). Nick's mama assures him there are no monsters, but he knows that even mamas make mistakes sometimes.

SIXTH GRADE

Ciardi, John. The Man Who Sang the Sillies.

Blume, Judy. Just As Long As We're Together. New York: Orchard Books, 1987. (Junior High) Stephanie is distressed over her parents trial separation and finds out friends are not always understanding or tolerant.

Brandreth, Gyles. The Biggest Tongue Twister Book in the World. New York: Sterling Publishing Co., 1980. (Junior High) This is a big book of great tongue twisters.

Bunting, Eve. Janet Hamm Needs a Date for the Dance. New York: Clarion Books, 1986. (Junior High) A seventh grade girl finds it's hard to cope with peer pressure.

Byars, Betsy. Bingo Brown and the Language of Love. New York: Viking Press, 1989. (Junior High) A boy gropes toward his maturity in this humorous story.

Conford, Ellen. Seven Days to a Brand New Me. Boston: Little, Brown & Co., 1981. (Junior High) A shy girl follows the advice of a self-help book and gets the attention of the handsome new boy at school.

Conford, Ellen. Strictly for Laughs. Boston: Little, Brown & Co., 1985. (Junior High) A story about a self-centered girl who confronts a boy she wishes was more than a friend.

Dank, Milton. The Computer Caper. New York: Delacorte Press, 1983. (Junior High) A group of teenage sleuths out to expose a phony investment racket by breaking into the company's computer files.

Ecke, Wolfgang. The Castle of the Red Gorillas. New York: Prentice-Hall, 1983. (Junior High) This is a solve-it yourself book. The reader is given a case, clues, and the conclusion and the reader supplies the reasoning.

Fitzhugh, Louise. Harriet the Spy. New York: Delacorte Press, 1983. (Junior High) Harriet roams her neighborhood spying and writes her opinions in a notebook. When another six-grader finds the book and reads it, Harriet has to find a way to be accepted by her peers again.

Green, Phyllis. Eating Ice Cream With a Werewolf. New York: Harper and Row, 1983. (Junior High) Twelve-year-old Brad and his little sister are left with a babysitter while their parents are away. They play with magic spells and things happen.

Hoberu, Mary Ann. The Raucous Auk: A Menagerie of Poems.

Kennedy, X. J. One Winter Night in August and Other Nonsense Jingles.

Kumin, Maxine. No One Writes Letters to a Snail.

Lee, Dennis. Nicholas Knoch and Other People.

McHargue, Georgess. The Turquoise Toad Mystery. New York: Delacorte Press, 1982. (Junior High) A boy on an archaeological dig encounters mysterious goings-on.

Patterson, Katherine. The Great Gilly Hopkins. New York: Harper and Row, 1978. (Junior High) An obnoxious 11-year old arrives at her new foster home playing her old tricks but they don't work in this instance.

Peck, Richard. Secrets of the Shopping Mall. New York: Delacorte Press, 1979. (Junior High) Two eighth-graders decide to take up residence in a department store.

Prelutsky, Jack. Toucan, Two & Other Poems.

Raskin, Ellen. The Westing Game. New York: Dutton, 1978. (Junior High) To inherit, sixteen heirs must solve the clues at the "Westing House."

Roberts, Willo Davis. The View From the Cherry Tree. New York: Atheneum Pub., 1975. (Junior High) A boy is witness to the murder of his neighbor. No adult believes his story and his life is in danger.

Rodgers, Mary. Freaky Friday. New York: Harper and Row, 1972. (Junior High) The day begins where a 13-year old girl wakes up to discover she has turned into her mother.

Rosenbloom, Joseph. Twist These On Your Tongue. New York: Sterling Pub., 1980. (Junior High) This is a book of tongue twisters that will put a smile on your face.

Russo, Susan. The Ice Cream Ocean. New York: Lothrop, Lee and Shepard Books, 1984. (Junior High) This is a collection of poems that are different and refreshing.

Smith, William Jay. Laughing Time.

Zindel, Paul. The Undertaker's Gone Bananas. New York: Harper and Row, 1978. (Junior High) Two teenagers believe their neighbor, an undertaker, has murdered his wife but can't convince anyone else.

YOUNG ADULT

Clark, Steve. Complete Book of Baseball Cards.

Cohen, Barbara. Thank You, Jackie Robinson.

Cole, Babette. Prince Cinders. New York: Putnam, 1988. (All ages)

Cole, Babette. Princess Smartypants New York: Putnam, 1987. (All ages)

Fisher, Leonare Everett. A Novel About Baseball, ESP and Time Warps.

Liss, Howard. More Strange But True Baseball Stories.

Myers, Bernice. Sidney Rella and the Glass Sneaker. New York: Macmillan, 1985. (All ages) Sidney must stay home and clean while his brothers are off playing football. Sidney dreams of being a football hero but his many chores as well as his size make this scene impossible. Then enters Sidney's fairy godfather.

Ritter, Lawrence S. The Story of Baseball.

Scieszka, Jan. The Frog Prince Continues. New York: Viking, 1991. (All ages) The Frog prince didn't like being a prince after all, and sets out to find a witch who can turn him back into a frog.

Scieszka, Jan. The True Story of the Three Little Pigs. Viking, 1989. (All ages) In an attempt to vindicate himself, a wolf tells the author his side of the story. Very entertaining!

Waddell, Martin. The Tough Princess. New York: Philomel, 1987. (All ages).

Yolen, Jane. Sleeping Ugly. New York: Coward, 1981. (All ages)

ALL AGES

Annixter, Paul. Flounder, Flounder in the Sea in Fell Forty Fathoms.

Arnosky, Jim. Freshwater Fish and Fishing.

Asch, Frank. Happy Birthday, Moon.

Asch, Frank. Just Like Daddy.

Bahraug, Samuel. The Little Black Fish.

Beard, Henry. Fishing: An Angler's Dictionary.

Benchley, Nathaniel. Kilroy and the Gull.

Cohen, Barbara. The Carp in the Bathtub.

Domanska, Janina. If All the Seas Were One Sea.

Duvoisin, Roger. Jasmine.

Elkin, Benjamin. Six Foolish Fisherman.

George, Jean C. Hook a Fish, Catch A Mountain.

Gollstein, M. B. Fish for Supper.

Gray, Catherine. Tammy and the Gigantic Fish.

Grimen Brothers. The Tale of Jeremy Fisher.

Hall, Katy. Fishy Riddles.

Hertz, Grete Janus. Grandfather's Straw Hat.

Keats, Ezra Jack. Jennie's Hat.

Kuskin, Karla. A Boy Had A Mother Who Brought Him a Hat.

Lionni, Leo. Fish is Fish.

__________. Swimming.

Lobel, Arnold. "The Hat" from Days With Frog and Toad.

Mendoza, George. Herman's Hat.

Nodst, Joan Lexau. Who Took the Farmer's Hat?

Seuss, Dr. McElligot's Pool.

Seuss, Dr. The Cat in the Hat.

__________. The Cat in the Hat Comes Back.

__________. The Five Hundred Hats of Barthalomew Chibbins.

Slobodinka, Esphyr. Caps for Sale.

Thiole, Colin. Blue Fin.

Thorne, Jenny. My Uncle.

Turnage, Sheila. Trout the Magnificent.

Zim, Herbert S. Fish: A Guide to Fresh and Salt Water Species.

HUMOROUS POETRY

Bodecker, N.M. Hurry, Hurry, Mary Dear! New York: Atheneum, 1976.
Nonsense rhymes, including "The Porcupine" ("Don't ever pat a porcupine.")

Bodecker, N.M. Let's Marry Said the Cherry. New York: Atheneum, 1974. O.P.
Nonsense poems with illogical logic, including "When You Stand on the Tip of Your Nose" ("while the birds build their nests twixt your toes.")

Bodecker, N.M. Pigeon Cubes. New York: Atheneum, 1982.
More nonsense. O.P.

Cole, Joanna, ed. A New Treasury of Children's Poetry. Garden City, NY: Doubleday, 1984. Old favorites and new discoveries--an excellent selection for preschool through elementary grades; many are humorous or describe something familiar in a new way.

Cole, William, ed. Dinosaurs and Beasts of Yore. New York: Collins, 1979. O.P.
Humorous poetry about extinct animals.

Cole, William, ed. Humorous Poetry for Children. New York: World, 1955. O.P.

Cole, William, ed. Oh, Such Foolishness! New York: Lippincott, 1978.

Cole, William, ed. Oh, What Nonsense! Drawings by Tomi Ungerer. New York, NY: Viking, 1966. O.P; Puffin, 1990. 50 nonsense poems--from traditional chants and rhymes to Shel Silverstein. Includes "Advice to Children" on hippopotami as pets.

Cole, William, ed. Poem Stew. New York: Lippincott, 1981. Humorous poems about food and eating. Includes "Eat-it-All Elaine" and "Rhinoceros Stew."

Hoberman, Mary Ann. A Fine Fat Pig, and Other Animal Poems. New York: Harper Collins, 1991. Fun poems about zebras, walrus, elephants, spider webs, fire dogs and more.

Kuskin, Karla. Dogs & Dragons, Trees & Dreams . New York: Harper & Row, 1980.

Nash, Ogden. Custard and Company. Sel. and illus. by Quentin Blake. Boston: Little, Brown, 1980. A collection of classic Nash, including "Adventures of Isabel" and lots of animals, from "The Germ" to "The Rhinoceros."

Nash, Ogden, ed. The Moon Is Shining Bright As Day. New York: Lippincott, 1953. O.P. An anthology of good humored verse.
Prelutsky, Jack. The New Kid on the Block. New York: Greenwillow, 1984.

Prelutsky, Jack. The Random House Book of Poetry for Children. Illus. by Arnold Lobel. New York, NY: Random House, 1983. A treasury of 572 poems for today's child. Selected for elementary school children. Lots of humor throughout.

Silverstein, Shel. A Light in the Attic. New York: Harper & Row, 1981.

Silverstein, Shel. Where the Sidewalk Ends. New York: Harper & Row, 1974.

Sing a Song of Popcorn. New York, NY: Scholastic, 1988. Revised edition of Poems Children Will Sit Still For, illustrated by nine Caldecott Medal artists. "Eletelephony," "How to Tell the Top of a Hill," many animal poems.

Starbird, Kaye. Don't Ever Cross a Crocodile. New York: Lippincott, 1963. O.P. Title poem also warns against annoying bears, rattlesnakes and lions.

SONGBOOKS

Glazer, Tom. Do Your Ears Hang Low? Garden City, NY: Doubleday, 1980. Fifty funny songs with music and movement suggestions. Includes "If You're Happy," "Sarah the Whale."

Glazer, Tom. Eye Winker, Tom Tinker, Chin Chopper. Garden City, NY: Doubleday, 1973. Fifty songs, with music and suggestions for fingerplay movements to accompany each; includes "On Top of Spaghetti," "Little White Duck," "I Know an Old Lady."

Glazer, Tom. Music for Ones and Twos. Garden City, NY: Doubleday, 1983. Songs and games from the album of the same name, contains fifty-six traditional and original songs, including "Where Are Your Eyes?" "Listen to the Noises," "I Had a Little Rooster." Good for storytime activities for three, four and five year olds.

Keller, Charles, comp. Glory, Glory, How Peculiar. New York, NY: Prentice-Hall, 1976. O.P. Camp songs, familiar tunes with lyrics children have created and passed on to each other. Includes "Found a Peanut," "On Top of Spaghetti," "Web-footed Friends."

CRAFT IDEAS

Davis, Carolyn and Charlene Brown. Fabric Art Fun. n.p.: Walter Foster Publishing, 1990. Games, decorations, gifts and wearable art for age 7+. Includes coloring shoelaces, decorating tennis shoes and t-shirts, and other impressive items.

Eisner, Vivienne and Adelle Weiss. A Boat, A Bat, And A Beanie: Things To Make From Newspaper. New York: Lothrop, Lee & Shepard, 1977. O.P. In addition to the title items, includes a parasol, building blocks, ring toss and more.

Lohf, Sabine. Building Your Own Toys. Chicago: Childrens Press, 1990. A variety of crafts from a German magazine, includes a box TV like a diorama, into which puppets, rod characters or hands may be inserted for action. Also a papier-mache sun hat, and bugs and birds with a blower to make them fly, like a straw and its paper wrapper.

Milord, Susan. Adventures in Art: Art & Craft Experiences for 7 to 14 Year Olds. Charlotte, VT: Williamson, 1990. A hundred arts and crafts activities in various media. A chart in the front lists projects by the time required for completion (including drying). A useful collection.

Sullivan, S. Adams. Bats, Butterflies and Bugs: A Book of Action Toys. Boston: Little, Brown, 1990. Lots of spinners, twirlers, gliders, kites and a mini pinata bat that could be adapted for many programs.

Tofts, Hannah. The Paper Book. First U.S. ed. New York, NY: Simon & Schuster, 1990. Demonstrates cutting and coloring techniques to create textures and patterns on paper, then applies them to greeting cards, gift bags, paper jewelry, paper fish hanging inside a bowl, and more.

Tofts, Hannah. The 3-D Paper Book. First U.S. ed. New York, NY: Simon & Schuster, 1990. A diorama-like shoebox theater with characters moving on rods, and papier-mache' fruit and vegetables among more familiar projects.

SELECTED AUDIOVISUAL MATERIALS

These funny films and filmstrips may be borrowed from the State Library (LSL), Jefferson Parish Library (JPL), and Vernon Parish Library (VPL).

THE AMAZING COSMIC AWARENESS OF DUFFY MOON (LSL) 30 min. el,jh
Duffy Moon was the only boy in the sixth grade who belonged to the American Begonia Society and to his class he is "The Shrimp". Finding a magic formula gives him power and courage. TIMLF 1976

AMELIA BEDELIA AND THE SURPRISE SHOWER (VPL) 13:42 min
FS-C 178 1 fs; 1 cass.

AMELIA BEDELIA (VPL) 9:40 min.
FS-R 193 1 fs; 1 rec.

THE ANT AND THE GRASSHOPPER (LSL) 11 min p,el
Using puppets and miniature sets, this famous Aesop fable is acted out in a Japanese version with an oriental music background but with English narration. CIM 1967

BADGER'S BAD DAY (LSL, JPL) 12 min. p,el
A badger gets mixed up with a skunk and cannot trust his sense of smell the remainder of the day. GFP 1959

BEAR CALLED PADDINGTON (VPL) 6 min. each
FS-C 865-867 3 fs, 3 cass.

THE BEAR AND THE MOUSE (LSL) 7 min. p,el
Aesop fable in which a huge trapped bear learns that even the smallest of animals can be of help. Captivating nature film with real animals. NFBC 1966

BEAR'S BICYCLE (VPL)
FS-C 846 1 fs; 1 cass; 1 manual

THE BEAST OF MONSIEUR RACINE (LSL) 9 min. p,el
Monsieur Racine presents his "scientific discovery"--a strange but harmless beast he has captured--to the French Academy of Science. Paris is thrown into an uproar. WWS 1976

BORED OF EDUCATION (LSL) 11 min. b&w gen
Spanky and Alfalfa fake a toothache to get out of school only to find that they are missing out on an ice cream party. One of the Our Gang comedies. BLKHW 1936

A BOY, A DOG, AND A FROG (LSL) 9 min. p,el
A small boy and his dog go frog-hunting in a nearby pond. The frog is to wily for them, however, and eludes their every effort. After falling into the pond, the boy and the dog go home, only to find the frog following them. A delightful live-action film with three appealling characters. Based on the book by Mercer Meyer. PHENX 1980

BRATS (LSL) 21 min. b&w gen
Laurel and Hardy must babysit for their sons--and play both parts themselves! One of their funniest sound comedies. BLKHW 1930

BRER RABBIT MEETS THE TAR BABY (VPL) 8:40 min
FS-R 463 1 fs; 1 rec; 1 guide

BRER RABBIT RUNS AWAY (VPL) 7:15
FS-C 589 1 fs; 1 cass; 1 guide

BRER RABBIT'S LAUGHING PLACE (VPL) 6:15 min.
FS-C 588 1 fs; 1 cass; 1 guide

BRODERICK (LSL) 10 MIN. p,el
After reading stories about world-famous mice, Broderick, a broom-closet mouse, decides to becomes a surfer. Although he becomes discouraged, his goal is achieved and he becomes known world-wide. Based on the book with the same title by E. Ormondroyd. PHENX 1981

BUSY BODIES (LSL) 20 min. b&w gen
Laurel and Hardy play havoc in a planing mill--a hilarious early comedy that can be used as a "how not to" safety film. BLKHA 1933

THE CASE OF THE ELEVATOR DUCK (LSL) 21 min. el,jh
Tells a story about three boys who learn the difference between the image of their comic strip hero of superhuman powers and the actor who plays the part. From HOMER PRICE by Robert McCloskey. WWS 1976

THE CAT IN THE HAT (LSL) 25 min. p,el
A musical version of Dr. Seuss' story of the cat who drops in on a boy and a girl one rainy day and succeeds in turning the whole house upside down. PHENX 1972

CLAYMATION (LSL) 18 min. gen
This film goes behind the scenes of the claymation animation, where the characters and scenery are made of different colored clays. Shows how a film using the process is made. ALA Selected Films for Young Adults. PYRMD 1978

COLD-BLOODED PENGUIN (VPL) 8 min.
FS-C 305 1 fs; 1 cass; 1 guide

COME BACK, AMELIA BEDELIA (VPL) 11:13 min.
FS-R 194 1 fs; 1 rec.

CORDUROY (LSL) 16 min. p,el
Corduroy the bear wants to be bought from the department store and taken to a loving home. Afraid he will be mistaken for "used", he searches the whole store for a missing button. WWS 1984

THE CRAFTY ANIMAL CAPER (JPL) 11 min. p
The mischievous antics of an engaging "odd couple", a crow and a raccoon. Their escapades, when they get away while their young mistress is at school, are told in this stikingly photographed non-verbal story.

CURIOUS GEORGE (LSL) 14 min. p,el
The first of H.A. Rey's books about a mischievous little monkey whose curiosity leads to many adventures. CF 1984

CURIOUS GEORGE (VPL) 7:10 min.
FS-R 67 1 fs; 1 rec; 1 guide

CURIOUS GEORGE FLIES A KITE (VPL) 14:06 min.
FS-R 71 2 fs; 1 rec; 1 guide

CURIOUS GEORGE GETS A MEDAL (VPL) 12:21 min.
FS-R 69 1 fs; 1 rec; 1 guide

CURIOUS GEORGE GOES TO THE HOSPITAL (VPL) 12:34 min.
FS-R 70 1 fs; 1 rec; 1 guide

CURIOUS GEORGE RIDES A BIKE (LSL) 11 min. p,el
The adventures of a little monkey who is given a bicycle by his friend, The Man in the Yellow Hat. Based on a book by H.A. Rey. WWS 1958

CURIOUS GEORGE TAKES A JOB (VPL) 9:22 min.
FS-R 68 1 fs; 1 rec; 1 guide

DAY JIMMY'S BOA ATE THE WASH (VPL)
FS-C920 1 fs, 1 cass; manual

DINOSAUR (LSL) 14 min. gen
A classroom report on dinosaurs comes to 3-dimensional claymation life. The superb clay animation make this a must for all ages. PYRMD 1980

DOUGHNUTS (LSL) 26 min. p,el,jh
Homer's uncle's automatic doughnut machine goes on a rampage and refuses to stop making doughnuts in this episode from Homer Price by Robert McCloskey. WWS 1963

DR. SEUSS ON THE LOOSE (LSL) 28 min. 25
Three short stories - The Sneetches, Green Eggs and Ham, and The Zax - are combined in a thematic trio that explores the oft-times fickle and flexible world of attitudes. From the book of Dr. Seuss. 1980

DRAGON STEW (LSL) 14 min. p,el
From the book by Tom McGowen. A fantasy about a kind who loves food, a royal cook who never cooks, and a small fat dragon who is designated to be the main ingredient of a secret recipe. PHENX 1972

DUCHESS BAKES A CAKE (VPL) 10:25 min.
FS-R 473 1 fs; 1 rec; 1 guide

THE ELEPHANT WHO COULDN'T FORGET (LSL) 10 min. p,el
A funny and tender animated story about a young elephant, Congo, who has a super memory. Based on the book by Faith McNulty. LCA 1981

FERDINAND THE BULL (LSL) 8 min. p,el
Ferdinand is a peace-loving bull who likes to sit and smell the flowers. When he is stung by a bumblebee the bullfight promoters think he is ferocious. However, when he gets to the bullring he refuses to fight.DISNY 1935

FERDINAND THE BULL (VPL) 7 min.
FS-C 556 1 fs; 1 cass; 1 guide

THE FOOLISH FROG (LSL) 8 min. p,el
A dramatization of Charles L. Seeger's and Pete Seeger's song of the same title in which a foolish bullfrog explodes with pride when he hears someone singing a song about him. WWS 1971

FOURTEEN RATS AND A RAT CATCHER (LSL) 10 min. p,el
What happens when a nice--or nasty--old woman calls on a rat catcher to catch a nasty--or nice--family of rats living below her floor? Even a rat catcher knows there can be more than one side to every story, and comes up with the best solution. WWS 1982

FRECKLE JUICE (LSL) 20 min. 1987 el
Based on the book by Judy Blume, this animated film follows second -grader Andrew and his determined pursuit to acquire freckles. This funny story ends with Andrew having no freckles but a better appreciation for himself.

FROG AND TOAD ARE FRIENDS (LSL) 17 min. p,el
The five short stories in this film, Spring, The Story, The Lost Button, A Swim and The Letter, are told with the same dry amusement that makes Arnold Lobel's books a delight to adults as well as children. CF 1985

FROG AND TOAD ARE FRIENDS (VPL)
FS-R 488-492 5 fs; 5 rec; 5 guides

FROG AND TOAD TOGETHER (LSL) 16 min. p,el
Reluctant seeds, scrumptious cookies, an exercise in bravery and a pompous dream are the ingredients of four stories that illustrate the importance of patience, trust, willpower, and above all, friendship. Author Arnold Lobel's loyal, ever-practical Frog and curmudgeonly Toad spring to life in this film, sure to become a classic. CF 1987

FROG AND TOAD TOGETHER (VPL)
FS-R 493-497 5 fs; 5 rec; 5 guides

FROG GOES TO DINNER (LSL) 12 min. p,el
In this live-action, non-narrated film, based on the book by Mercer Mayer, a frog escapes from a little boy's pocket and disrupts the formal atmosphere of a fancy restaurant. After creating havoc among the diners, the little boy saves the frog from the chef's knife and the family, with frog intact, returns home. PHENX 1985

FROM THE MIXED-UP FILES OF MRS. BASIL E. FRANKWEILER(LSL) 30 min. el,jh
The adventures of a young girl who runs away to live in the Metropolitan Museum of Art because she wants to be different. There she meets the eccentric Mrs. Frankweller, solves a mystery, and learns that running away has not made her different. PHENX 1978

GEORGE AND MARTHA (VPL) 5:45 min.
FS-C 177 1 fs; 1 cass.

GREEN EGGS AND HAM (LSL) 9 min. p,el
Based on the Dr. Seuss story about Sam I Am and his food, this film shows that things are not always what they might appear to be. PHENX 1974

GUINEA PIGS IS PIGS (LSL, JPL) 15 min. gen
Based on the short story "Pigs is Pigs" by Ellis P. Butler. A hilarious story about inflexible rules and bureaucratic mismanagement which begins with the quesstion of the freight rate on guinea pigs. BARR 1981

HANK THE CAVE PEANUT (JPL) 14 min. p,el
Hank has to caputre a wild fork in order to win his place in the Goober Clan. An ingenious film in delightful animation, with imaginative use of everyday objects. ALA Notable Film. YB 1974

HARRY, THE DIRTY DOG (LSL) 18 min. 1987 p,el
Based on the book by Gene Zion, this film faithfully recreates the story of Harry, a white dog with black spots who encounters a series of dirt-filled misadventures that transform him into a black dog with white spots.

HOOK AND LADDER (LSL) 19 min. gen
The Little Rascals play fireman, but put out a real fire in a storage house containing dynamite and are rewarded by the real fire department. BLKHA 1932

HOW THE ELEPHANT GOT HIS TRUNK (LSL) 7 min. p,el
Based on Rudyard Kipling'a story, a young elephant pays the price for his curiosity. He loses his snub nose but does find out that a trunk can be useful. LCA 1970

I KNOW AND OLD LADY WHO SWALLOWED A FLY (LSL) 6 min. p,el
Burl Ives sings this familiar folk song. A little old landy swallows a succession of animals each to eliminate the preceding one. IFB 1968

THE INCREDIBLE JOURNEY (LSL) 28 min. 1979 jh-sh-a
A tale of courage and loyalty, when three unlikely companions, a Labrador retriever, a bull terrier and a Siamese cat, nurture each other as they fight their way home across 200 grueling miles of Canadian Wilderness. From the book by Shelia Burnford.

JAMES THURBER'S THE NIGHT THE GHOST GOT IN (LSL) 16 min. el,sh,jh,sh,a
Imagination and a tendency to jump to conclusions make for a hilarious chain of events. PHENX 1966

JUST SAY HIC! 9 min. el
A typical Near Eastern folktale in which a young Turkish boy's predicaments develop from his literal interpretation of his master's directions. Based on the book by Barbara K. Walker. PHENX 1969

LADYBUG, LADYBUG, WINTER IS COMING! (LSL) 10 min. p,el
A live-action tale about a ladybug who must discover where the others have gone to spend the winter. Shows how dfferent animals respond to the changes in the seasons. CIM 1976

LAMBERT THE SHEEPISH LION (LSL) 8 min. p,el
The stork delivers Lambert by mistake to a flock of sheep. They poke fun at him because he is different but he earns their respect when he saves the flock from a hungry wolf. DISNY 1951

THE LEGEND OF JOHN HENRY (LSL) 11 min. p,el
An animated story which explores the life of the legendary John Henry, a black man who pitted his strength against the new-fangled steam drill. PYRMD 1973

LET'S GIVE KITTY A BATH (LSL) 12 min. p,el
Two children try to trap their cat in order to give it a bath and end up in the bathwater themselves. Based on the book by Steven Lindblom and True Kelley. PHENX 1985

MAKE WAY FOR DUCKLINGS (LSL) 10 min. p,el
Robert McCloskey's charming children's story about the duck family who make their home on an island in the Charles River and march in a line through the streets of Boston. WWS 1955

MAN WHO DIDN'T WASH HIS DISHES (VPL)
FS-C 813 1 fs; 1 cass; 1 manual

MARY POPPINS, pt. 1-4 (VPL) 50:05 min
FS-C 230 4 fs; 4 cass; 1 guide

MAY I BRING A FRIEND? 6:25 min.
FS-R 498 1 fs; 1 rec; 1 guide

MICKEY'S TRAILER (LSL) 8 min. 1938 p,el
Mickey, Donald, and Goofy go for a holiday in Mickey's trailer.

MISS NELSON IS MISSING!
FS-C 841 1 fs; 1 cass; 1 manual

THE MOLE AND THE UMBRELLA (LSL) 9 min. p,el
Tells the story of a mole who finds an umbrella and uses it in a variety of ways--as a parachute, a boat, a defense weapon, a watermelon cart, and finally as an umbrella. CRMH 1973

MORRIS GOES TO SCHOOL (LSL) 14 min. p,el
Life can be confusing for a moose named Morris who can't read or count. When he tries to buy candy at a fish store. 1989

MORRIS THE MIDGET MOOSE (LSL) 8 min. 1950 p,el
Morris is a tiny moose with the largest antlers ever. He's enbarrassed by his size until Balsam--a big moose with the smallest antlers ever--shows up, and the pair learn to combine the best each has to offer.

THE MOUSE AND THE MOTORCYCLE (LSL) 41 min. p,el
Uses live-action and dimensional animation to present the story of a young boy who is saved from a boring weekend in a run-down hotel by a motorcycle-loving mouse who leads him on a series of exciting adventures. Based on the book by Beverly Cleary. CF 1987

MY MOTHER WAS NEVER A KID (LSL) 30 min jh,sh,a
Based on the novel "Hangin' Out with Cici" by F. Pascal. A zany time warp takes 13 year old Victoria back to 1944 and friendship with Cici, who turns out to be her mother. Their shared experiences and problems allow Victoria to realize that all grown-ups were once teenagers, and that teenagers have responsibilities, too. LCA 1981

NIOK (LSL) 29 min. el,jh
A story about the intense affection that develops between a little boy who lives in a remote village and a baby elephant which has strayed from its parents. Set in the jungle of Cambodia, near the ruins of Angkor-Vat. DISNY 1960

PADDINGTON AT LARGE (VPL) 6 min. each
FS-C 932 3 fs; 3 cass.

PADDINGTON GOES TO THE MOVIES (LSL) 20 min. p,el
Caught in a storm, Paddington takes shelter in the entrance to a cinema. He peers through a keyhole and catches his first glimpse of a movie. The Browns decide to take him to see a movie, since he'd never been. To celebrate, Paddington makes some "special" toffee, leading to some sticky situations. FLMFR 1983

PAPA PENGUIN'S HOME MOVIES (LSL) 8 min. gen
In showing his "home movies", Papa Penguin discusses the habits and behavior of the Gentoo penguins. Hilarious captions to go with the live-action photography. A gentle spoof on home movies. CIM 1979

PAUL BUNYAN (LSL) 11:15 min. p,el
FS-C 574 1 fs; 1 cass; 1 guide

PAUL BUNYAN AND THE BLUE OX (LSL) 6 min. p,el
This delightful and imaginative film uses puppets to tell the story of Paul Bunyan and Babe, the blue ox. How Paul found Babe and put him to work is a story children will enjoy. 1952

PAUL BUNYAN: LUMBERJACK HERO 9:30 min.
FS-C 681 1 fs; 1 cass; 1 manual (s.1 of FS-C 682)

PAUL BUNYAN: LUMBER CAMP TALES (LSL) 11 min. p-el
This colorful animated film recounts some of the most famous tall tales of the American folk hero, Paul Bunyan. 1962

PECOS BILL 12:45 min.
FS-C 575 1 fs; 1 cass; 1 guide

PECOS BILL: SUPER COWBOY 9 min.
FS-C 682 1 fs; 1 cass; 1 manual (s. 2 of FS-C 681)

PETUNIA (LSL) 10 min. p,el
Petunia, a silly goose, finds a book and believes she will become wise by carrying it under her wing. Based on the book by Roger Duvousin. WWS 1971

PINKERTON, BEHAVE! (VPL)
FS-C 793 1 fs; 1 cass; 1 manual

PLAY BALL, AMELIA BEDELIA (VPL) 12:21 min.
FS-R 191 1 fs; 1 rec.

PLEASE LOOK AFTER THIS BEAR (LSL) 17 min. p,el
Based on the book A Bear Called Paddington by Michael Bond, this film contains three short stories: "Please Look After This Bear", "A Bear in Hot Water", and "Paddington Goes

Underground". The three parts tell of Paddington's arrival in London and his adventures after arriving. FLMFR 1977

PLUTO'S SURPRISE PACKAGE (LSL) 8 min. 1955 p,el
A routine trip to pick up the mail becomes a hilarious ordeal Pluto will never forget. A spunky turtle emerges from one of the packages and, much to Pluto's chagrin, runs off with some letters.

RALPH S. MOUSE (LSL) 40 min. p,el
When the Mountain View Inn is overrun with "country mice", Ralph must leave again on this, his third adventure. A trip to school with his friend Ryan inspires a class project on mice and a television report that the school is infested with mice. Not only is Ralph's beloved motorcycle crushed by a bully, he must cope with traps and mazes. Based on the novel by Beverly Cleary. 1990

THE RANSOM OF RED CHIEF (LSL) 27 min. 1978 el-jh-sh-a
Based on the story by O. Henry. Two inept kindnappers snatch the son of a banker in a sleepy Alabama town to make some fast and easy money but soon find out that young Johnny ("Red Chief, terror of the plains") is a handful.

THE RED CARPET (LSL) 9 min. p,el
The red carpet is brought out of storage to receive the Duke of Syltana, but it unrolls at such a pace that it throws the town into a turmoil. Based on the story by Rex Parkin. WWS 1956

RELUCTANT DRAGON (LSL, VPL) 19 min. p,el
An animated adaptation of Kenneth Grahame's story of the same title about a dragon who is shy and poetic. When the villagers hire a famous dragon slayer to get rid of him, the dragon and the slayer stage a mock battle to appease the frightened townspeople.
FS-C 563 1 fs; 1 cass; 1 guide DISNY 1979

THE REMARKABLE RIDERLESS RUNAWAY TRICYCLE (LSL) 11 min. p,el
A live-action , non-verbal story of a young boy who leaves his tricycle to play with a kite retrieved from a trash can. The tricycle is mistakenly picked up on trash day and taken to the junk yard. Just as it is about to be crushed for scrap metal, the tricycle magically takes off. The tricycle has an amazing adventure through town, finally pedalling its way back to the little boy. PHENX 1982

ROOKIE OF THE YEAR (LSL) 47 min. el,jh,sh,a
An 11 year old girl triggers a controversy among players, parents, and game officials when she wins the chance to play on her brother's all-boy baseball team. ABC 1975

ROSIE'S WALK (LSL) 4 min. p,el
Illustrates the book by Pat Hutchins, in which a hen unwittingly leads a fox which is after her into one disaster after another before she finally comes home safe from her walk. WWS 1970

RUNAWAY RALPH (LSL) 40 min. p,el
In this sequel to THE MOUSE AND THE MOTORCYCLE, Ralph the mouse runs away from home on his motorcycle and continues his adventurous life. Based on the book by Beverly Cleary. 1988

SAGA OF WINDWAGON SMITH (VPL) 9:15 min.
FS-C 576 1 fs; 1 cass; 1 guide

THE SEVEN WISHES FOR A RICH KID (LSL) 32 min. el,jh
Calvin Brundage II is the winner of the seven-wish sweepstakes. After a few errant wishes to over come his difficulties he finds solutions. LCA 1978

THE SMALLEST ELEPHANT IN THE WORLD (LSL) 6 min. p,el
The story of a little elephant who finds acceptance and happiness in the circus. Shows that each individual is important no matter how different. AIMS 1965

THE SNEETCHES (LSL) 13 min. p,el
Points out that differences are only relative. Presents an animated cartoon about various kinds of sneetches, and shows that beneath the different marks on their bellies they are really quite alike. Based on the story by Dr. Seuss. PHENX 1974

STANLEY AND THE DINOSAURS (LSL) 15 min. p,el
Stanley is no ordinary caveman. Because he paints pictures, says "please" and "thank you", is kind to animals, and thinks about how to make life better the other cavemen become angry and banish him from their cave. When Stanley saves them from angry dinosaurs, the other cavemen decide that being different may not be so terrible after all. From the story by John Matthews. 1990

STONE SOUP (LSL) 10 min. p,el
Marcia Brown's very wise story for children about three French soldiers who amaze the people of a small village by making soup out of stones--or so it seems. WWS 1955

SOUP AND ME (LSL) 23 min. 1977 el-jh
Every time Soup and Rob get together, things go hilariously wrong. Based on the stories by Robert Newton Peck.

TALLYHO, PINKERTON! (VPL)
FS-C 840 1 fs; 1 cass; 1 manual

THANK YOU, AMELIA BEDELIA (VPL) 9:36 min.
FS-R 192 1 fs; 1 rec.

THERE'S A HIPPOPOTAMUS UNDER MY BED (VPL) 3:58 min.
FS-C 176 1 fs; 1 cass.

THERE'S A NIGHTMARE IN MY CLOSET (LSL) 14 min, 1987 p,el
Explores a child's most common fears of the dark in an entertaining manner. Based on the book by Mercer Mayer.

TOPSY TURVY HOUSE (JPL) 10 min. p
Incredible activities take place in the topsy turvy house--accompanied by a narrative in rhyme. 1974

THE UGLY DUCKLING (LSL) 15 min. p,el
An animated version of Hans Christian Andersen's tale about the beautiful swan who was once an ugly baby. WWS 1975

WAFFLES (LSL) 11 min. el
A girl falls asleep while a watching a television cooking show and dreams that she prepares waffles just like the television cook. Afterr enlisting the help of some animals to supply her missing ingredients, she awakens to find her family eating a breakfast of waffles. CF 1986

WHAZZAT? (JPL) 10 min. p
Six nimble clay figures create lots of fun by jumping into and out of new shapes as they skip, crawl, stumble and lfow over one another on their way toward an adventure with an elephant. 1975

WHEN KNIGHTS WERE BOLD (JPL) 17 min. p, el
A suit of armor, left outside a vacant house, tempts a member of the Gang to try it on. Bothered by a suspicious policeman, the rest of the group abandons the "knight" who stumbles about in chaotic uncertainty. Later, the Gang rescues him from an aroused band of his unwitting victims. 1970

WHERE THE WILD THINGS ARE (LSL) 8 min p,el
Maurice Sendak's story of the wild things. WWS 1975

WINNIE THE POOH AND A DAY FOR EEYORE (LSL) 26 min. p,el
When Pooh discovers that everyone has forgotten Eeyore's birthday, he and his friends try to patch things us in their delightfully innocent way. Though things don't go exactly as planned, Eeyore realizes that it's the thought that counts and it becomes a happy day for Eeyore after all. DSINY 1982

WINNIE THE POOH AND A DAY FOR EEYORE (VPL) 39 min.
FS-C 875 2 fs; 2 cass; 1 guide

WINNIE THE POOH AND THE BLUSTERY DAY (LSL) 26 min. p,el
A blustery day sweeps through the Hundred Acre Wood, toppling Owl's tree home and making everyone, especially Pooh, very uneasy. He dreams of marauding Heffalumps and Woozles, accidentally rescues Piglet, and ends up the hero of the film. DISNY 1981

WINNIE THE POOH AND THE BLUSTERY DAY (VPL) 22:15 min.
FS-C 545 2 fs; 2 cass; 1 guide

WINNIE THE POOH AND THE HONEY TREE (LSL) 26 min. p,el
A series of funny misadventures about Pooh's fondness for honey. He disguises himself as a rain cloud, lunches with Rabbit, and ends up wedged tightly in Rabbit's front door. DISNY 1981

WINNIE THE POOH AND THE HONEY TREE (VPL) 16 min.
FS-C 539 2 fs; 2 cass; 1 guide

WINNIE THE POOH AND TIGGER TOO (LSL) 26 min. p,el
Rambunctious Tigger bounces his way through the film leaving a trail of laughter and enjoyment. Poor Rabbit, driven to distraction by Tigger's high spirits, plots a "calming sort of Lesson" which backfires, leaving Rabbit in the lurch. Tigger's bounce is eventually restored, along with happiness and friendship among all the animals. DISNY 1981

A ZOO'S EYE VIEW: DAWN TO DARK (LSL) 11 min. p,el
A non-narrated, impressionistic study depicting the happenings in a typical day at the zoo. EBEC 1973

OTHER RESOURCES

Supplies, Incentives, Decorations

Acorn Storyteller.
Bur Oak Press Inc.
8717 Mockingbird Road S.
Plattleville, WI 53818
(606) 348-8662
Quarterly. 52 pages. $11.95 year. Preschool through second grade. Contains songs, flannel board patterns, book club ideas, mobiles, bookmarks. FREE sample copy with $1.00 for shipping.

Bell Supply, Inc.
119 South Coreil Street
Ville Platte, LA 70586
Ray Duplechain, President
(318)363-5486
(318)363-5991
Has 1 1/2 inch sunglasses erasers in multi colors (purple, lime green, hot pink) for 5 cents each. Will sell any quantity per order.

J & A Handy-Crafts, Inc.
165 S. Pennsylvania Ave.
Lindenhurst, NY 11757
(516)226-2400

Kipp Brothers, Inc.
240-242 S. Meridian St.
P. O. Box 157
Indianapolis, Indiana 46206
(317)634-5507

Oriental Merchandise Co., Inc.
2636 Edenborn Avenue
Metairie, LA 70002
(504)888-3191; (800)535-7335
FAX (504) 888-3183
Poly fill animals with sunglasses, pink pigs, purple cows, fun erasers, sunglasses, parasols, 6' paper palm trees, etc., etc.

Oriental Trading Company
P. O. Box 3407
Omaha, NE 68103
(402)331-5511
FAX (800)327-8904
Fun erasers, sunglasses, windsocks, plastic moustaches, lips, spiders, etc. sunglass barrettes, finger puppets, etc., etc.

Rivershore Reading Store
2005 32nd Street
Rock Island, IL 61201
(309)788-7717

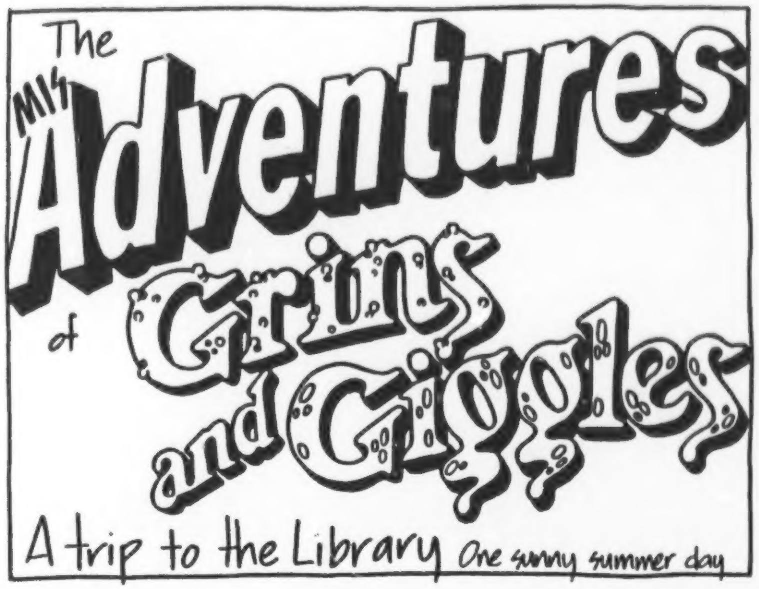
Sherman Specialty Co., Inc.
P. O. box 401
Merrick, NY 11566
(800)645-6513
(516)546-7400

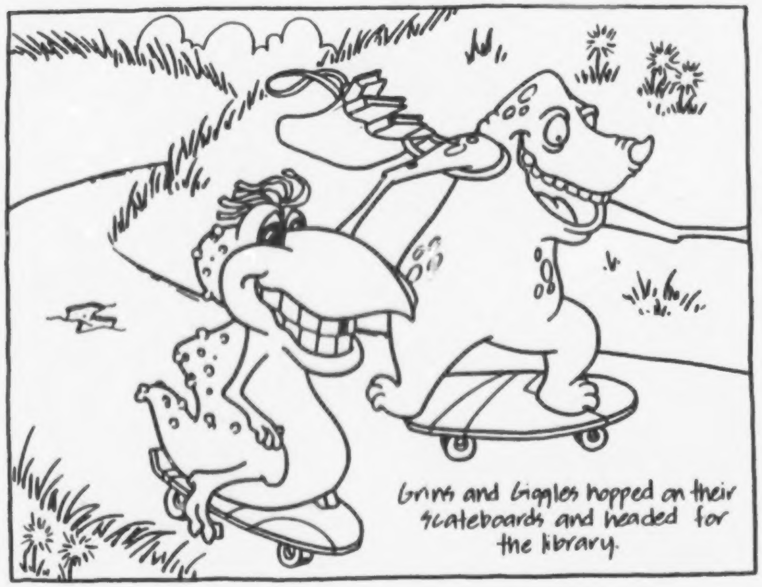
Smilemakers
P. O. Box 2543
Spartanburg, SC 29304
(800)825-8085

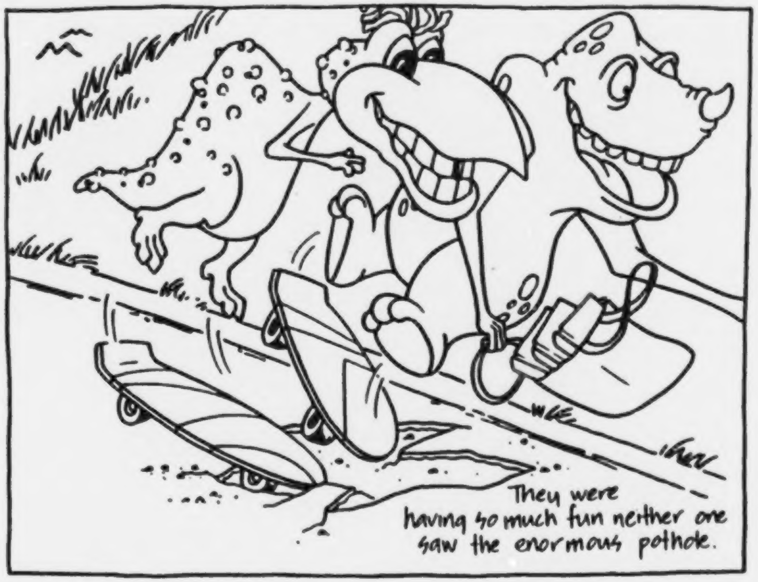
Tipp Novelty Company
222 N. Sixth Street
Tipp City, OH 45371-0186
(800)669-2445; (513)667-2444
FAX (513)667-1989

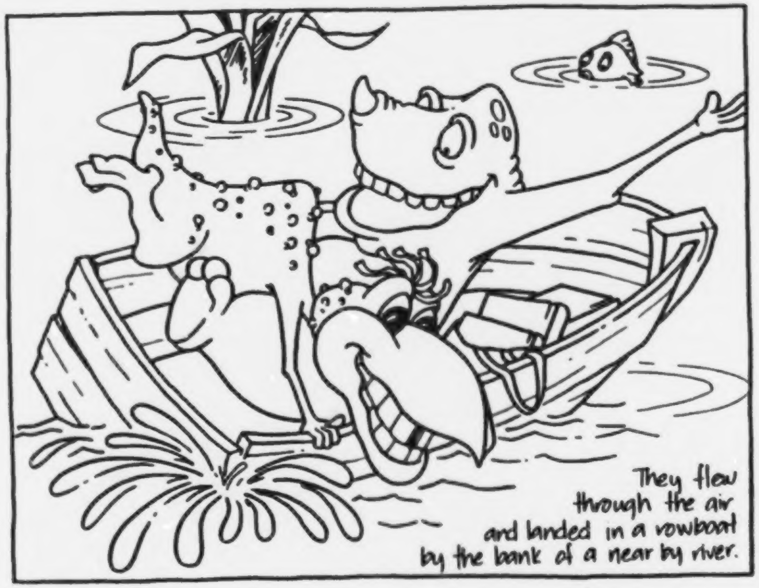
U.S. Toy Co., Inc.
1227 E. 119th Street
Grandview, MO 64030
(800)255-6124
(816)761-5900

WonderStorms: Reading Motivators for
Librarians and Teachers
1278 West Ninth Street
Cleveland, OH 44113
(800)321-1147
FAX (216)621-1366

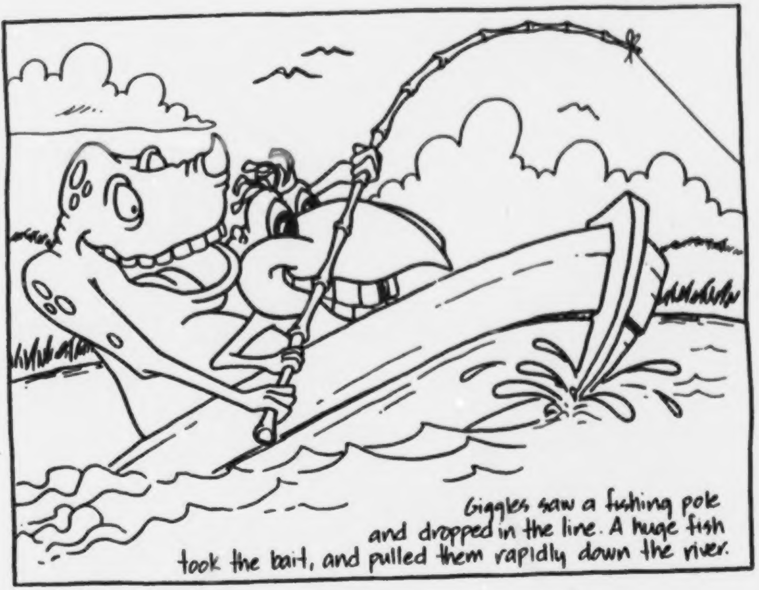

The
MIS
Adventures
of
Grins
and Giggles
A trip to the Library
One sunny summer day


Grins and Giggles hopped on their scateboards and headed for the library.

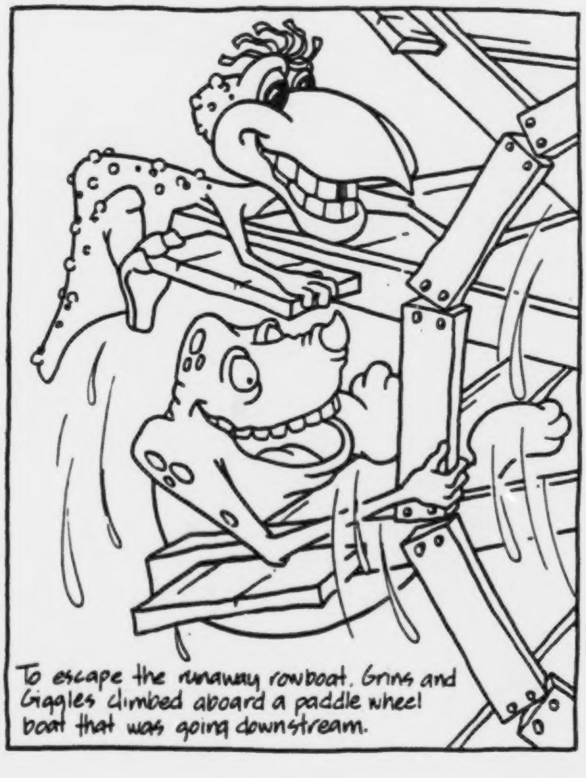

They were
having so much fun neither one
saw the enormous pothole.

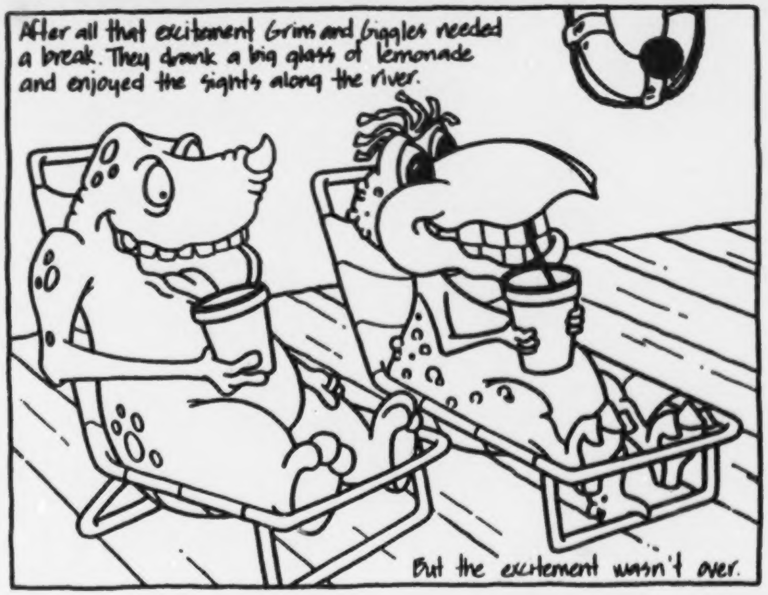


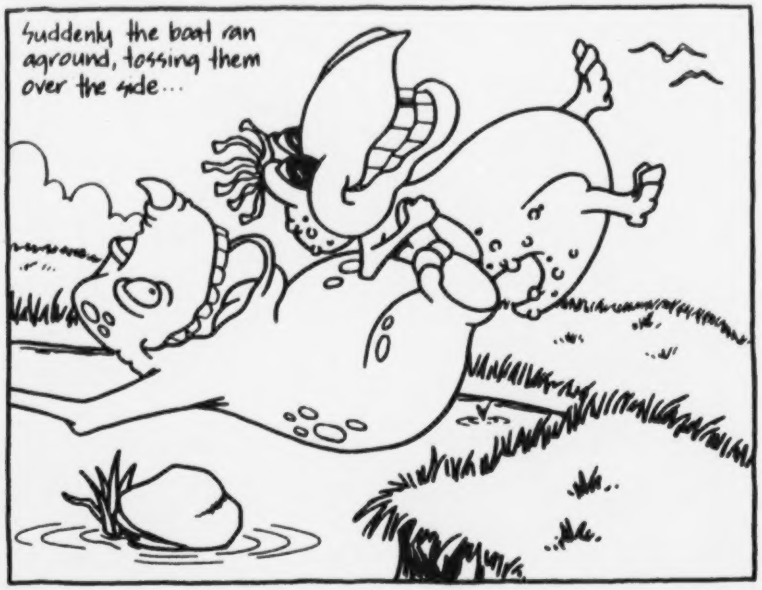
They flew
through the air
and landed in a rowboat
by the bank of a near by river.

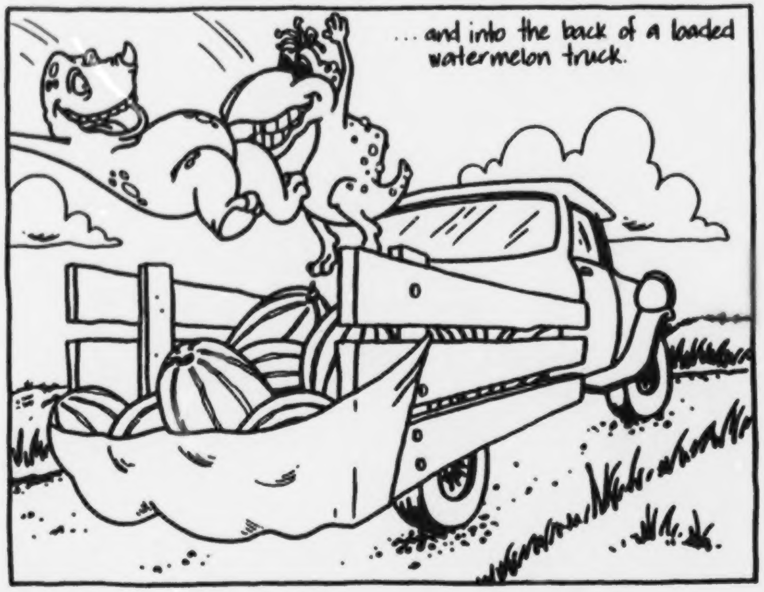


Giggles saw a fishing pole and dropped in the line. A huge fish took the bait, and pulled them rapidly down the river.


To escape the runaway rowboat, Grins and Giggles climbed aboard a paddle wheel boat that was going downstream.


After all that excitement Grins and Giggles needed a break. They drank a big glass of lemonade and enjoyed the sights along the river.
But the excitement wasn't over.


Suddenly the boat ran aground, tossing them over the side...


...and into the back of a loaded watermelon truck.

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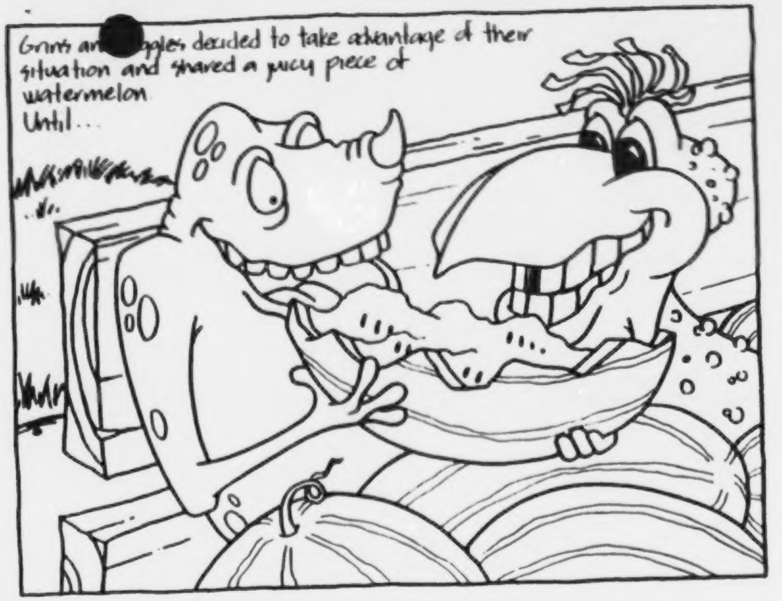
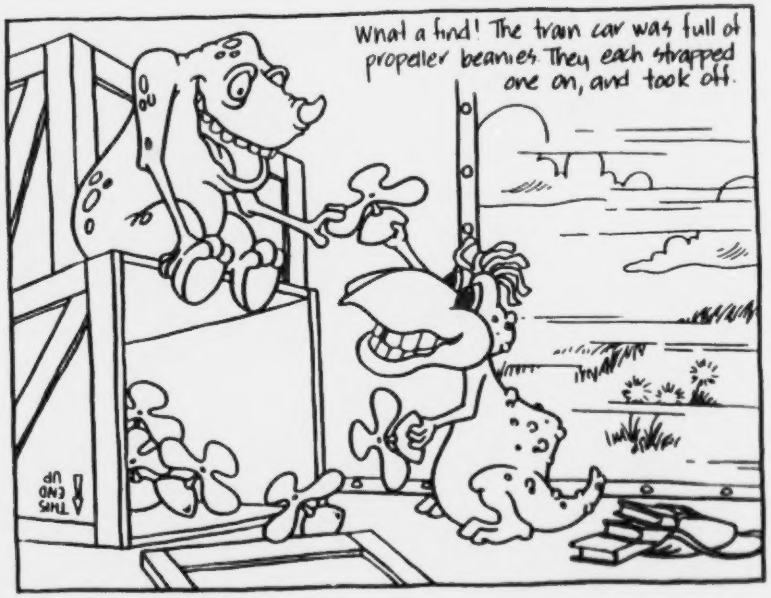
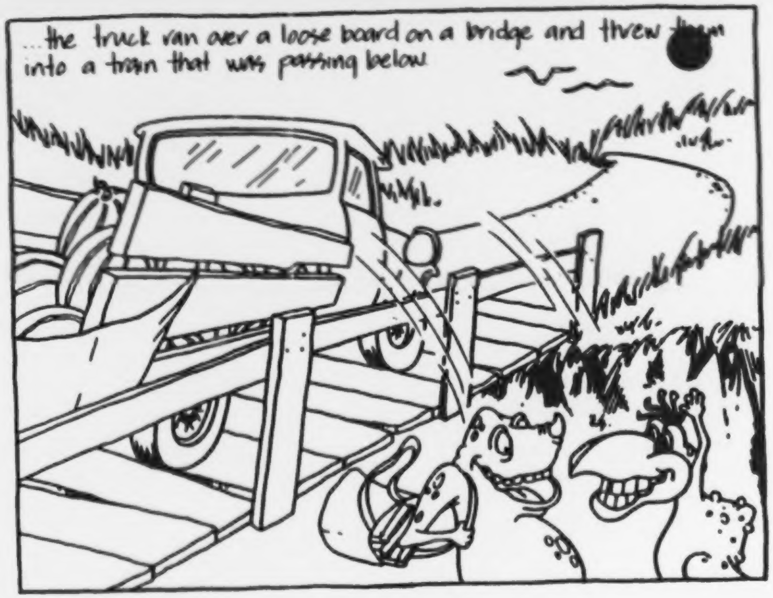
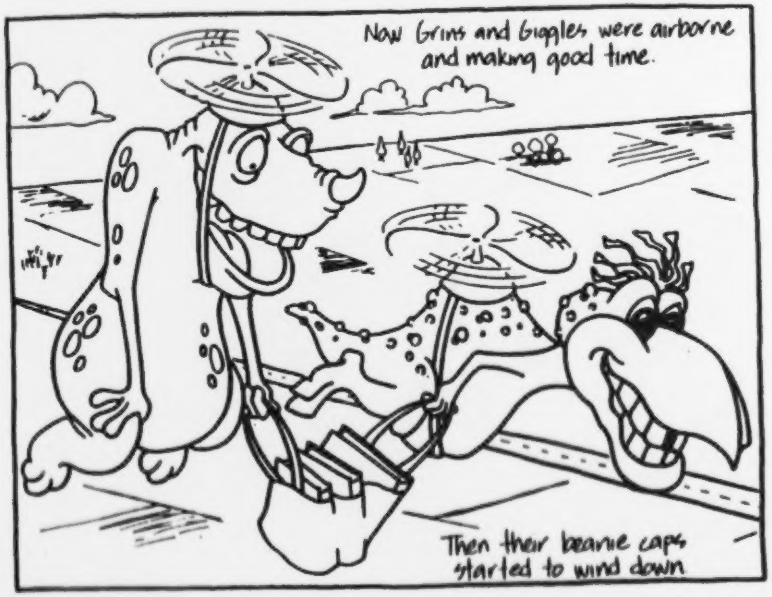
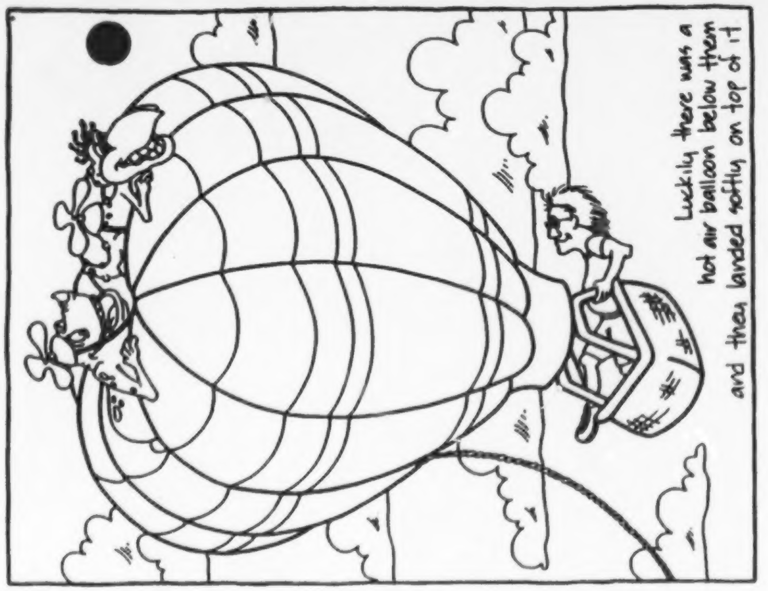
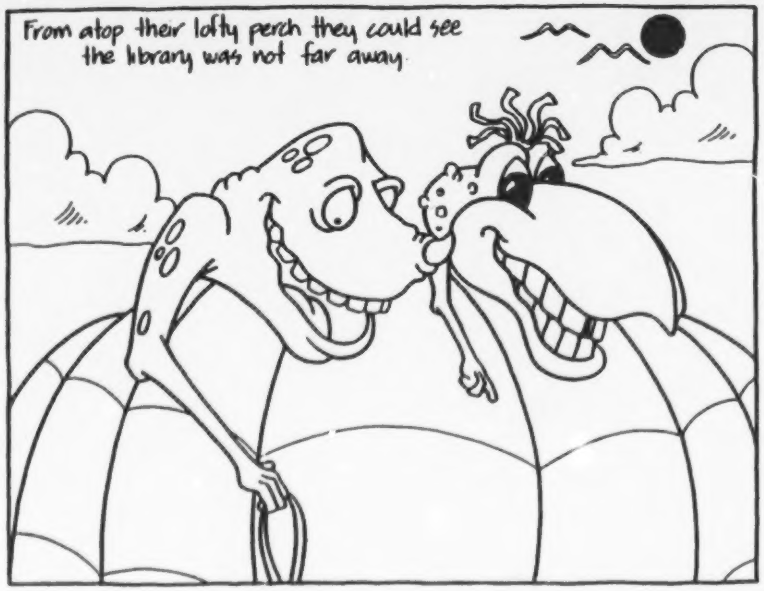

Grins an[illegible]ggles decided to take advantage of their situation and shared a juicy piece of watermelon.
Until...

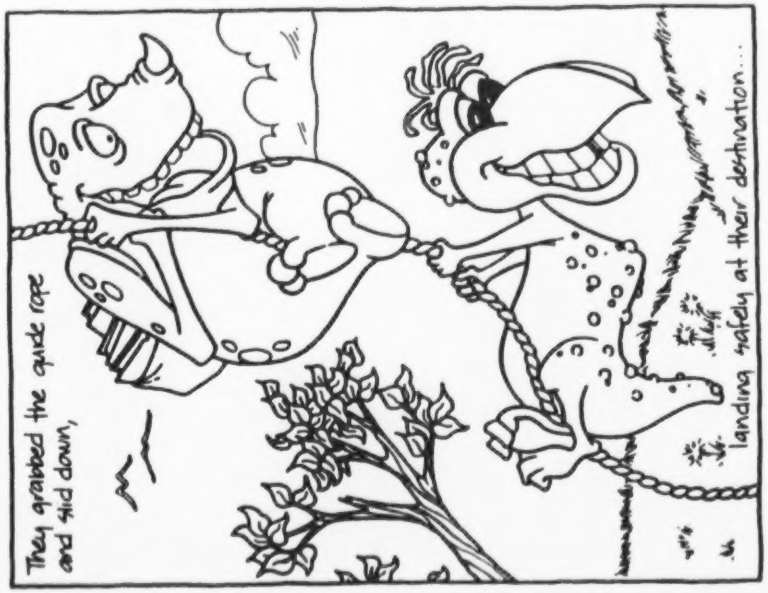

What a find! The train car was full of propeller beanies. They each strapped one on, and took off.
THIS END UP

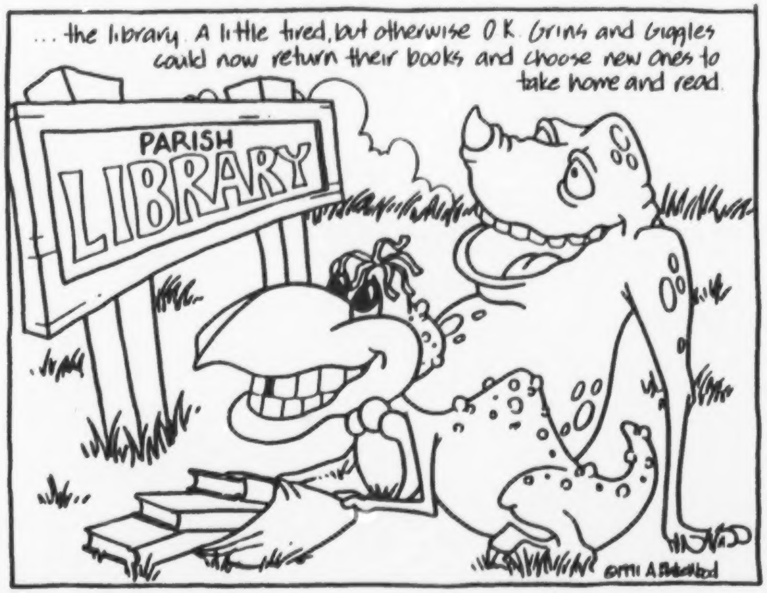

...the truck ran over a loose board on a bridge and threw them into a train that was passing below.


Now Grins and Giggles were airborne and making good time.
Then their beanie caps started to wind down.


Luckily there was a hot air balloon below them and they landed softly on top of it


From atop their lofty perch they could see the library was not far away.


They grabbed the guide rope and slid down,
landing safely at their destination...


... the library. A little tired, but otherwise O.K. Grins and Giggles could now return their books and choose new ones to take home and read.
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Certificate of Achievement

presented to

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for successfully completing the 1992 Louisiana Summer Reading Program

Grins

Giggles

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LIBRARIAN

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grins and giggles...
and giggles... at the
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Grins
and
Giggles
TIME TO
LAUGH

NAME ____________________

AGE ____________________

1992 LOUISIANA
SUMMER READING PROGRAM

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A joke is like potato salad, if you share
it with others, you'll have a picnic.

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Giggles: My cat likes to drink lemonade.
Grins: Boy he must be a sour puss.

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Q. How do you make a milk shake?
A. Tickle a cow.

Confucius say: He who puts face in punch bowl, will get punch in nose.

"Which travels faster, heat or cold?" asked Giggles.
"Heat" answered Grins. "Anybody can catch cold."

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Q. What is the best material for kites?
A. Flypaper.

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